



Edgewood Athletic Association: Official Guidelines & Rules

Edgewood Athletic Association (EAA) appreciates all volunteers, coaches, umpires, and parents who are dedicated to teaching our young athletes the game of baseball and softball. The main goal in everything that we do is to provide a safe and friendly environment for our youth to learn the fundamentals of baseball and softball with an emphasis on skill development, the importance of team and individual player sportsmanship, how to be leaders on and off the field of play, and grow their love for the game while making friendships and memories that will last a lifetime.

"No matter how good you are, you're going to lose one-third of your games. No matter how bad you are, you are 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 have 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

Part 1: General Facility Guidelines

- A. Parking is allowed in all designated areas, as marked, in and around the EAA facility and is at your own risk.
- B. Obey a maximum speed limit of 10 MPH in and around the EAA facility.
- C. We are a volunteer-run organization and the EAA facility is maintained by EAA board members and volunteers, proper respect for the facility must always be given. All coaches, players, parents, and visitors are asked to help pick up and properly discard of all trash in the dugouts, the fields, the spectator areas, the restrooms, the parking lot, and all other areas of the EAA facility. Trash bins are available for use throughout the entire EAA facility. Please help keep the EAA facility clean for everyone and left the way it was found.
- D. Safety is the number one priority throughout the entire EAA facility. When other children attend games, please make sure that they are supervised. Only coaches and/or players are to be allowed on the bench and in the dugout areas during games.
- E. No tobacco products, cigarettes, and/or e-cigarettes will be permitted on EAA property at any time.
- F. No alcoholic beverages will be permitted on EAA property at any time. Anyone under the influence of alcohol will be asked to leave.
- G. No pets will be permitted on EAA property at any time. Please plan to have your pets taken care of away from the facility.
- H. Wearing of shirts is always mandatory on EAA property.
- I. Edgewood Baseball Leagues is governed by modified Indiana High School Athletic Association (IHSAA) baseball rules. For rule questions, please refer to this Edgewood Athletic Association rule set first and then to IHSAA baseball rules for more information.
- J. Edgewood Softball Leagues is governed by modified USSSA softball rules. For rule questions, please refer to this Edgewood Athletic Association rule set first and then to USSA softball rules for more information.
- K. No weapons will be displayed at any time. Any failure to comply will result in immediate dismissal from the park.

Part 2: Weather Safety Guidelines

- A. EAA will do our best to notify all coaches and parents in a timely manner of postponed/canceled practices and/or games. Your child's safety will always be our first concern and the safety of our players, volunteers, spectators, officials, and other league personnel is of the utmost importance and is the sole purpose of this weather policy. We expect everyone involved with EAA to adhere to its requirements.
- B. Edgewood recommends 40-degrees as the minimum for getting teams on the practice field, however, the manager will have final call on whether to cancel practice. Please remember the age of these kids and that 40-degrees and sunny can sometimes be ALOT better than a cloudy 50-degrees with the wind blowing. Please use your best discretion for making the practice/no practice decisions.

- C. Games and/or practices will be stopped immediately if lighting is seen, or thunder is heard from the field. If the game/practice is being played at a multi-field complex and one (1) event is stopped, all events at the facility must do the same. All players, coaches, and fans must remove themselves from the field/dugout and seek a safe shelter area.
- D. Upon first sight of lighting or sound of thunder a 30-minute delay will be put in place. Each additional lighting strike or thunderclap will restart the 30-minute delay. More than one (1) extension to the original 30-minute delay during any practice event will result in the termination of that practice and team members must be sent home immediately.
- E. Rain events will be monitored by the umpires and League Representatives as to the severity and impact on playing conditions. It will be to the discretion of these individuals if play continues, and no safety concerns exist. No game can be postponed because of rain, except by League Representatives. Games will not be called off until one (1) hour before regularly scheduled game time unless notified by League Representative.

Part 3: Manager/Coach Duties & Responsibilities

- A. Managers/coaches will be selected and approved by the EAA Board before being final. After approval, managers/coaches will be notified of their selection and will be required to attend a mandatory manager/coach meeting. The manager/coach meeting will provide all information to them for each league's team selection and any pertinent general information for the upcoming season.
- B. Managers/coaches are required to have a good knowledge and understanding of all 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 a League Representative know as soon as possible.
- C. Managers/coaches must be able to attend all manager/coach meetings, league-wide drafts, all regularly scheduled EAA meetings, and any emergency meetings called by League Representatives.
- D. Managers/coaches are to promote and maintain proper conduct by their team:
 - 1. The primary focus of any event must be good team/player sportsmanship, teamwork by all players, teaching sound baseball and softball fundamentals, and development of an environment conducive to the enjoyment of the game.
 - 2. Managers/coaches must promote and maintain proper team conduct by their players, proper coach conduct, and proper parent conduct toward the opposing managers/coaches, team players, player's parents, the umpires, and any League Representatives.
 - 3. Managers/coaches must refrain from tobacco use and/or alcohol consumption during any team event whether located at the EAA facility. Managers/coaches must wear shirts while at EAA facilities and when acting as an EAA representative.
 - 4. Any act by a manager/coach or team during an EAA event that a reasonable individual could deem inappropriate will be reviewed by League Representatives. At the discretion of the League Representative, a violation of any EAA rules or regulations, whether intentional or otherwise, may result in a reprimand, suspension, and/or expulsion.
 - 5. UNDER NO CIRCUMSTANCE WILL ANY COACH EVER VERBALLY OR PHYSICALLY ABUSE A PLAYER. Any coach who attempts to embarrass a player or in any way abuses a player will IMMEDIATELY be removed from the role of coach. Any person who does not share this belief or cannot control their emotions and intensity level must not serve as a youth coach.
- E. Managers/coaches will receive an equipment bag that includes the catcher's and pitcher's protective gear and a bucket of appropriately sized baseballs/softballs. Any other equipment (hitting nets/tees, wiffle balls, temporary bases, etc.) required for practices and/or game warm-ups will need to be provided. Managers/coaches must ensure the safekeeping, maintenance, and proper operation of all EAA issued equipment, returning the equipment in good working order following completion of the season. A written \$100 check (held from deposit) will be turned in by the manager at equipment pick-up and will be discarded/voided upon return of the equipment bag.
- F. Managers/coaches will receive an official scorebook to keep hitting and player pitching statistics for both teams of each game. For all leagues other than the 5U League, game stats are to be entered on the EAA website within 72 hours of the completion of each game. Each manager/coach will receive the necessary log-in information from EAA at the start of the season. No excuses or exceptions will be entertained for not entering stats. Failure to comply will result in a forfeiture of the game and will make pitchers not listed ineligible.
- G. Managers/coaches are encouraged to invite team parents, as necessary, to assist with practice plans and game day responsibilities. The more "helpers" a team can have the easier the process of running a practice and game day can be. It is the manager/coach's responsibility to make sure each volunteer helping with the team submits the necessary information to EAA for a background check.

Part 4: EAA Schedule & Practice Guidelines

- A. Prior to the start of the season, EAA will schedule a Diamond Clean-Up Day. Each team is required to assist in the field and ground clean-up. For any team that does not have at least one (1) participant at Diamond Clean-Up Day, all assigned pre-season practice times at the EAA playing fields will be forfeited.

- B. Prior to the start of the season, EAA will schedule a Team Picture Day. The manager/coach must facilitate player attendance.
- C. During the EAA regular season, each team will be responsible to work the concession stand for an assigned shift. Each player must be represented (in person or as a purchased opt-out) during the team's shift by an individual that is at least 16 years of age. Failure to have appropriate representation will result in suspension for the next scheduled game for each of the affected players.
- D. There will be a maximum combination of practices/games allowed per week. Batting cages used to work on hitting are considered a practice and must be included in the overall weekly count. Any violation of the below restrictions will be cause for suspension of the manager from the next regularly scheduled game. A second violation will make the manager ineligible for the remainder of the season.
 - 1. 5U League: Maximum of two (2) events per week for one (1) hour each
 - 2. 6U/8U/10U/12U/14U Leagues: Maximum of four (4) events per week for two (2) hours each
 - 3. THERE WILL BE NO SUNDAY PRACTICES ALLOWED AT ANY TIME!!!
- E. While there will be field time and/or indoor batting cage time dedicated to each team at EAA, it is likely that this will not be a weekly occurrence, especially once games begin. Managers/coaches will be responsible for finding another diamond, grassy field, and/or parking lot location that will allow you to practice your team. The outdoor batting cages located at EAA can be used as part of a weekly practice plan on a first come, first served basis. Please be considerate with your utilization if there are other teams waiting.
- F. Open slots on the EAA Master Schedule will be available for use, however, only upon request and confirmation from the League President.

Part 5: Player Participation & Eligibility

- A. Each league has certain age requirements, and all players must play in their corresponding leagues based on their age unless a player has been granted access to an older league by the appropriate League Representative. Playing below the players age is not permitted. Please see individual league rules for age limits.
- B. As part of EAA Registration Fees, players will receive a uniform to include:
 - 1. 5U League: Hat and jersey
 - 2. 6U/8U/10U/13U Baseball: Hat, jersey, baseball pants, and socks.
 - 3. 8U/10U/14U Softball: Visor, jersey, softball pants, and socks. (*14yr olds must be in middle school)
- C. Recommended equipment to be supplied by the player's parents to include baseball/softball glove, non-metal cleats, and batting helmet. These are items that are typically not shared between the players. Bats are recommended but are optional and can be shared among the players, however, it is always good if each player has his/her own bat for practice purposes with the team and at home in the backyard.
 - 1. Baseball Bat: Maximum barrel size allowed in all baseball leagues is 2-5/8", bats must have the USA Baseball stamp.
 - 2. Softball Bat: All bats must be official (NSA, ASA, USSSA approved) softball bats.
 - 3. The umpires may approve or disapprove the use of any bat at any time.
- D. Any player who fails to attend at least 50% of team practices/games, may forfeit their eligibility to remain a member of the team. With written notice to EAA, managers may request the removal of the offending player. The player may not be dropped from the team without consent of EAA. Managers/coaches must notify EAA of intent to invoke this rule at least 24 hours before the team's next scheduled game.
- E. EAA must be notified immediately of a player quitting a team. If possible, an appropriate substitution may be made to fill empty roster spot.

Part 6: EAA Team Selection Process

- A. There will be no tryouts for any teams for regular league play. Team selection will utilize either a team assignment or player draft process.
- B. Team Assignment by League Representative (5U & 6U Leagues)
 - 1. Step #1: We will grant coach requests to the best of our ability as submitted during registration.
 - 2. Step #2: We will grant teammate requests to the best of our ability as submitted during registration.
 - 3. Step #3: We will group remaining registrants by the school they attend, to get classmates on the same team.
- C. Player Draft by Team Manager (8U, 10U & 12U/14U Leagues)
 - 1. Managers/coaches are recommended to utilize stats from previous season to rate players prior to player draft.
 - 2. Draft order will be determined by way of blind draw and will utilize a snake format to fill out the entire draft board.
 - 3. Manager/coach's kids will be positioned on draft board as discussed and agreed upon by all participating managers/coaches.
 - 4. Only players with stats from the previous year will be considered available for the draft.
 - 5. All other players will be considered "new" and will be placed in a hat to be used as a "blind-draw" pick.
 - 6. Only immediate siblings will be placed on the same team, if the parents make such a request

7. Player trades will be allowed at the conclusion of the draft and must be completed prior to leaving the EAA Clubhouse. Trades must be fair and in the best interest of the players/teams involved and will be final only after approval from League Representatives.
8. The draft will become final at the completion of the divisions draft. Team's roster will then be entered into the EAA computer for the Official League Book.

Part 7: General EAA Game Day Rules

- A. All players must wear EAA issued uniforms during games. Pitchers/catchers must use EAA issued (or similar) safety equipment properly.
- B. Games will be played throughout the week (6:00 PM) and on Saturdays (all day). Sunday rainout make-ups are possible.
- C. All games will begin as close to the scheduled time as possible. The umpire will be responsible for enforcing a prompt start. If there are any reasons not to start on time, a League Representative must be consulted and must approve any variation to the start time.
- D. The official game starting time must be kept on the field by the Home team in the official scorebook and by the umpire on the field.
- E. The second team listed on the EAA Master Schedule is considered the HOME team and will occupy the 3rd base dugout.
 1. The HOME team will be responsible for chalking the field lines before each game. (Please use EAA provided batter's box templates)
 - a. Baseball: Chalked lines to include foul lines and 3'x6' batter's boxes
 - b. Softball: Chalked lines to include foul lines, 3'x7' batter's boxes, 8' radius pitcher's circle, and hash marks between bases
 2. The VISTING team will be responsible for managing the scoreboard during each game by a person with knowledge of the game.
 3. The VISTING team will be responsible for dragging the infield after each game.
- F. Infield practice will take place according to the following schedule:
 1. Visiting Team will take infield for 10 minutes (from 25min prior to the scheduled game time). If less than 25min are available prior to the game time due to the previous game running long or other circumstance, then no infield will occur for either team.
 2. While one team is utilizing their infield time, the other team may use the extreme outfield grass being sure they do not hinder the infield practice taking place.

A game will be deemed final at the completion of either the appropriate number of innings for that league or a time limit of 1:45 has been reached. No additional innings will begin after such time. A new inning starts as soon as the 3rd out is made in the previous inning. If enough 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. A League Representative will establish the time and date for completing the remainder of the game. Only League Representatives may call a game once play has started.
- G. In-game protests can only be made regarding rule interpretation and NOT judgement calls by the officials. Protests involving judgement calls will not be heard nor accepted. Protests involving violations or interpretations of the Rules of Game Play must be made to the umpire prior to the next pitch. If possible, the umpire and League Representative will immediately settle the protest. A visit to the diamond by a League Representative must be requested by a team manager/coach of the team protesting. If the protesting manager deems the resolution unsatisfactory, he/she must notify the umpire and opposing manager of the intent to file a formal protest. A manager must file a written protest to EAA within twenty-four (24) hours following game completion. The EAA board will resolve all written protests.
- H. Protests involving use of an ineligible pitcher must be made before the final out of the game. If it is found that an ineligible pitcher is being used, the pitcher must be removed as the protesting manager decides. The game will resume 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 later in this document.
- I. Umpires are representatives of EAA and will 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 must be brought under EAA Board review. Any recourse decided on by the EAA board is final. Abusing an umpire is considered:
 1. Cursing at
 2. Behavior which is designed to berate the person
 3. Touching in any manner
 4. Any other action that is considered detrimental to EAA by the EAA board
- J. All accidents and injuries must be reported to the concession stand and a League Representative as soon as possible. An accident report form must also be completed and filed with the EAA Safety Director.
- K. It is the responsibility of the coach to appoint a team parent to pick up treat tickets from the concession stand PRIOR to each game. Each player after the game must be required to pack up their personal equipment, pick up at least one (1) piece of trash, throw it away, and once the dugout is completely clean, they will receive a treat ticket to be used at the concession stand.

Part 8: General Rules Of Game Play

- A. Managers/coaches are expected to come prepared for each game with both a batting line-up and a defensive position line-up. This will greatly increase the speed of the game and the transition between offense and defense.
 - 1. In an attempt for all players to experience as many positions as possible, it is encouraged that players rotate through each position in the field throughout the season. Discretion required for each player's ability, developing certain positions, and to avoid/prevent injury.
 - 2. To ensure all players are afforded an opportunity to play, a player may be sat out a maximum of two (2) innings per game, but these innings may not be consecutive. Violation of this rule will result in forfeiture of that game.
- B. A batting line-up, using the entire roster regardless of defensive play, must be given to the opposing team prior to the first pitch. At minimum, the line-up must note each player's uniform number and player's last name to assist with stat input on EAA website.
 - 1. All teams must field a minimum of seven (7) players from its own roster or they will be forced to forfeit the game.
 - 2. If a team is unable to field nine (9) of its players, a League Representative will make every attempt to substitute available players (from the same league and preferably of comparable ability) to bring the roster to nine (9) total players. Substituted players must only play defense in the outfield. The game will be played and go on record as an official game.
 - 3. A team forced to play with less than nine (9) players will record an automatic out every time that open position comes up in the batting order. Players arriving late to the game will be inserted at the end of the batting order unless the batting position has not yet occurred for the first time. Any players arriving after the start of the 3rd inning will forfeit their eligibility to play for that game.
 - 4. Any players removed from a game prior to the completion of that game (leave early, injury, ejection, and/or disciplinary removal) will NOT result in an out in the line-up. A player that has missed his/her batting position, unless due to injury, may not return to the game.
 - 5. Game umpire, opposing coach, and League Representative must be immediately notified of any disciplinary removal of a player.
- C. Only one (1) manager/coach may be out of the dugout when their team is on defense and all team equipment must be kept behind fences. Adults only/ 18yrs of age, will be allowed to coach 1st and 3rd base when their team is on offense. An adult must be able to always supervise the bench and dugout area. If an additional adult is not available, one (1) of the base coaches must be able to supervise the players.
- D. A maximum of two (2) visits to the same pitcher will be allowed in the same inning. The second visit to that pitcher will signify automatic removal of pitcher. To help speed up the game, pitchers will be limited to five (5) warm-up pitches upon entering.
- E. All batters and base runners must wear a batting helmet (softball helmets must have facemask) any time in the field of play. A helmet may not be removed until completely inside the dugout. After a warning has been given to both teams, a player failing to wear a helmet out of the dugout or removing a helmet early must be called out by the umpire. This is a safety rule that must be strictly enforced.
- F. Throwing of the bat needs to be addressed with all players. The first thrown bat will be declared a "warning" for the individual player and each subsequent thrown bat will result in removal of that player for that at bat. This is a safety rule that must be strictly enforced.
- G. All "on deck" batters must warm up behind the 1st and 3rd base coach to be protected from foul balls.
- H. Coaches cannot touch the base runners at any time. Base runners will be called out if physically helped/touched by any coach.
- I. Any ball that leaves the field of play, gets lodged in the fence, goes through/becomes lodged in the backstop screen, or anything else that makes it unable for the defense to field will be called dead by the umpire and all base runners will be awarded one (1) additional base.
- J. A base runner must make every attempt to slide or get around a fielder who has the ball and is waiting to make a tag. Any base runner who deliberately runs into a fielder with the ball will be immediately removed from the game. It is mandatory that players ALWAYS slide into home plate if there is a play at home plate. By the umpire's best judgement, if there is a play at home and the base runner does not slide, he/she will be called out.
- K. To allow time for catchers to put on safety equipment, courtesy runners will be allowed for the scheduled catcher of the next inning, only when there are two (2) outs. The courtesy runner must be the player who made the second out of that same inning.
- L. An official "home run" will only be considered for balls that have been hit over the fence in all leagues.

Part 9: End Of Regular Season Championship & League Tournament

- A. After completing the regular season, a regular season championship game may be played between the 1st and 2nd place teams, prior to league tourney beginning. Depending on time restraints Teams record may be used to determine League Champions & runner-Up

- B. With the regular season complete, a league tournament will be played for all divisions except the 5U League. The tournament seeding will be based on regular season performance and the final regular season standings.
- C. The higher seeded team will be considered the HOME team and will occupy the 3rd base dugout.
- D. Pitching eligibility of the entire roster resets for all leagues for the regular season championship game, the league tournament, and for the league tournament championship game. Please be aware of over-usage of young player's pitching arms throughout the entire season.
- E. The tournament championship game will signify the end of the season for all recreational teams.



Edgewood Athletic Association: PeeWee League Rules

The PeeWee League is a 5U tee-ball league for boys and girls. Players who turn 6 prior to May 1st of the current year are not eligible. The PeeWee League is instructional with a focus on introducing players to the game of baseball/softball, having fun, and keeping players coming back for many seasons!!! The fundamentals of the sport will be introduced with an emphasis on skill development and good player/team sportsmanship.

Part 1: PeeWee League General Game Rules

- A. Teams will have one (1) game per week consisting of three (3) innings or one (1) hour, whichever comes first.
- B. No defensive outs will be made, and no score will be kept at any time. This is a fun league that introduces kids to the game.

Part 2: PeeWee League Offensive Game Rules

- A. Offensive coaches are to be stationed normally as 1st base and 3rd base coaches and as a pitcher on the field. Coaches must make every attempt to position themselves as not to be an obstruction to the defensive team and to avoid contact with a “live” ball in the field of play. If the batted ball contacts the pitching coach, the ball becomes dead, and a no-pitch is declared.
- B. Unless you are at home plate batting, no bat should be handled at any time. There will be no “on-deck” circle. The “on-deck” batter is not allowed to pick up a bat until leaving the dugout for home plate. This is a safety rule that must be strictly enforced.
- C. All players on a team’s roster will be placed in the batting line-up and will bat each inning.
- D. Each batter will receive five (5) pitches from their coach to hit the ball. There is no distance requirement or overhand/underhand rule as to how to pitch to these little kids. Feel free to even get down on one knee if you must.
- E. After five (5) pitches, if a player is not able to put a ball in play, a tee will be used, and the batter will continue to attempt to hit the ball until successfully put in play. Please position the tee so that the ball is at the front of home plate and align the batter appropriately to home plate to achieve the proper arm extension and correct hitting position as if hitting a pitch. If a batter knocks over a tee during the swing, the ball is ruled foul no matter how far it travels. Standard foul ball interpretation rules will apply on all batted balls.
- F. Base runners will advance one (1) base at a time through the entire batting order. The last batter of each inning and the remaining base runners will be allowed to run around all the bases until fully cleared to end the inning. Please make it a practice to rotate your batting order so that different players will come up last. Clearing the bases is a favorite thing to do for kids of this age!!!

Part 3: Pee-Wee League Defensive Game Rules

- A. Coaches are allowed in the defensive outfield to help direct players, teach defensive technique, and keep player’s attention.
- B. One (1) player should be positioned at each infield location (PH, C, 1B, 2B, SS, and 3B). All other players on the roster should be positioned evenly in the “outfield” area at a reasonable distance behind infield positions. All players will play the defensive field in every inning and no player should play the same position for more than one (1) inning of each game.
- C. A player from the defensive team must play the “pitcher’s helper” position and should be positioned no closer than the coach pitch location with at least one (1) foot on the dirt of the pitching mound. The “pitcher’s helper” may not leave until the ball crosses home plate or is hit.
- D. The catcher position is to be played as typical by the defensive team. However, players of this age should not be expected to perform the duties of the position. As a safety precaution, catchers should not be positioned directly behind the batter. If possible and to keep the game moving, please position a defensive coach behind the catcher to help corral pitches and return them to the offensive pitching coach.
- E. As this is an instructional league, players should be encouraged to make defensive plays and not immediately throw a fielded ball directly to the pitcher’s position. There will be NO extra bases taken as the result of an overthrow to any base.



Edgewood Athletic Association: 6U Rookie League Baseball Rules

The Rookie League is a 6U baseball league for boys. Players who turn 7 prior to May 1st of the current year are not eligible. The Rookie League is instructional, competitive, and prepares players for the 8U Astro League. The Rookie League is 100% coach pitch and is played on age appropriate diamonds with age appropriate rules. The pitching coach must pitch overhand from 35' away in a standing position. The base paths will be set at 60'.

Part 1: Rookie League General Game Rules

- A. A game will be deemed final at the completion of either six (6) full innings or a time limit of 1:45 has been reached. No additional innings will begin after such time. A new inning starts as soon as the 3rd out is made in the previous inning. In the event of weather delay and/or darkness, three (3) innings, two and a half (2.5) innings if the home team is ahead, will constitute a complete game.
- B. There will be a maximum of five (5) runs scored per inning.
- C. If the game is tied after six (6) innings, time limit permitting, the California Rule will go into effect for remainder of game. The California Rule puts the last batted out as a base runner at 2nd base and the batter at home plate with a count of one (1) ball and one (1) strike.
- D. Mercy Rule will be 15 after 4innings, 12 after 5innings

Part 2: Rookie League Offensive Game Rules

- A. Offensive coaches are to be stationed normally as 1st base and 3rd base coaches and as a pitcher on the field. Coaches must make every attempt to position themselves as not to be an obstruction to the defensive team and to avoid contact with a "live" ball in the field of play. If the batted ball contacts the pitching coach, the ball becomes dead, and a no-pitch is declared.
- B. Unless you are at home plate batting, no bat should be handled at any time. There will be no "on-deck" circle. The "on-deck" batter is not allowed to pick up a bat until leaving the dugout for home plate. This is a safety rule that must be strictly enforced.
- C. Each batter will receive six (6) pitches or three (3) swinging strikes from the pitching coach. If the ball has not been put into play, the batter will be called out. If the sixth pitch results in a foul ball, the batter will receive an extra pitch until the ball is put into play or the batter strikes out. NO WALKS WILL BE CALLED. Pitches that hit the batter will count towards total with no advance to 1st base.
- D. No bunting will be allowed.
- E. Base runners are only to advance one (1) extra base, at the base runner's own risk.
- F. Lead offs and/or steals will not be permitted, and base runners may not leave the base until the ball crosses home plate or is hit.
- G. Players must slide at home plate if there is a play at the plate. If the umpire deems it unsafe and a slide did not occur, runner is out.
- H. There are no head-first slides permitted unless the base runner is attempting to return to the last occupied base.

Part 3: Rookie League Defensive Game Rules

- A. Two (2) coaches are allowed in the defensive outfield to help direct players, teach defensive technique, and keep player's attention.
- B. Maximum of ten (10) players will play the field with four (4) outfielders (LF, LC, RC, RF) in place. (NO SHORT CENTER FIELD)
- C. A player from the defensive team must play the "pitcher's helper" position and should be positioned no closer than the coach pitch location with at least one (1) foot on the dirt of the pitching mound. The "pitcher's helper" may not leave until the ball crosses home plate or is hit.
- D. The catcher position is to be played as typical by the defensive team. However, players of this age should not be expected to perform the duties of the position. As a safety precaution, catchers should not be positioned directly behind the batter. If possible and to keep the game moving, please position a defensive coach behind the catcher to help corral pitches and return them to the offensive pitching coach.
- E. As this is an instructional league, players should be encouraged to make defensive plays and not immediately throw a fielded ball directly to the pitcher's position. There will be NO extra bases taken as the result of an overthrow to any base.
- F. Umpires will call "time" once a defensive player has control of the ball in the infield grass. If a base runner has crossed the halfway point prior to calling time, the base runner will get the base. Umpires will call "time" after every play and declare the ball dead.



Edgewood Athletic Association: 8U Astro League Baseball Rules

The Astro League is an 8U baseball league for boys. Players who turn 9 prior to May 1st of the current year are not eligible. The Astro League is instructional, competitive, and prepares players for the 10U Minor League. The Astro League introduces players to player pitch through the first two (2) innings of a game and then transitions into coach pitch by the offensive coach for the remaining innings. The Astro League is played on age appropriate diamonds with age appropriate rules. All pitchers (player/coach) must pitch overhand from a 40' pitching distance. The base paths will be set at 60'.

Part 1: Astro League General Game Rules

- A. A game will be deemed final at the completion of either six (6) full innings or a time limit of 1:45 has been reached. No additional innings will begin after such time. A new inning starts as soon as the 3rd out is made in the previous inning. In the event of weather delay and/or darkness, three (3) innings, two and a half (2.5) innings if the home team is ahead, will constitute a complete game.
- B. There will be a maximum of five (5) runs scored per inning.
- C. If the game is tied after six (6) innings, time limit permitting, the California Rule will go into effect for remainder of game. The California Rule puts the last batted out as a base runner at 2nd base and the batter at home plate with a count of one (1) ball and one (1) strike.
- D. It is recommended that all players wear protective supporters with plastic cups. Especially while playing the catcher position.
- E. Mercy Rule will be 15 after 4innings, 12 after 5innings

Part 2: Astro League Offensive Game Rules

- A. No bunting will be allowed.
- B. Base runners are only to advance extra bases, at the base runner's peril, if the batted ball deserves it
- C. Lead offs and/or steals will not be permitted, and base runners may not leave the base until the ball crosses home plate or is hit. After a team warning has been given for the first offense, each subsequent offense will result in the base runner being called out by the umpire.
- D. Players must slide at home plate if there is a play at the plate. If the umpire deems it unsafe and a slide did not occur, runner is out.
- E. There are no head-first slides permitted unless the base runner is attempting to return to the last occupied base.

Part 3: Astro League Defensive Game Rules

- A. Maximum of ten (10) players will play the field with four (4) outfielders (LF, LC, RC, RF) in place. (NO SHORT CENTER FIELD)
- B. The infield fly rule will not be in effect.
- C. As this is an instructional league, players should be encouraged to make defensive plays and not immediately throw a fielded ball directly to the pitcher's position. A maximum of one (1) extra base, at the base runner's own risk, may be attempted as the result of an overthrow to any base regardless of the defense making additional attempts to make an out.
- D. While not required, "time" may be requested by an infielder while in control of the baseball and the lead base runner is not showing aggressive action on the base paths. If a base runner is standing between two (2) bases the defensive team must force the action against said base runner before time will be called on the field. Umpires will call "time" after every play and declare the ball dead.

Part 4: Astro League "Player Pitch" Game Rules

- A. Balls and strikes will be called by umpire with the usual number of up to four (4) balls and/or three (3) strikes per at bat. The strike zone will be from the batter's shoulders to the batter's knees and two (2) extra inches on each side of home plate.
- B. Batter's will not advance to 1st base on a dropped-third strike by the catcher.
- C. There will be no balks called or intentional walks allowed. Per the judgment of the umpire, if 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 for the remainder of that game.

- D. Any combination of four (4) walks and/or batters hit by pitch in the same inning (by any combination of player pitchers) will result in the offensive team replacing the defensive pitcher with an adult and the remainder of that inning to be completed under “coach pitch” rules.
- E. The maximum allowable innings pitched per game for any single player is one (1) inning. A single pitch thrown in any inning will constitute a full inning. The maximum number of games pitched consecutively for any single player is two (2) games.
- F. Pitchers removed from an unfinished game may not be reinserted into the game as a pitcher on the date the game is resumed.

Part 5: Astro League “Coach Pitch” Game Rules

- A. Offensive coaches are to be stationed normally as 1st base and 3rd base coaches and as a pitcher on the field. Coaches must make every attempt to position themselves as not to be an obstruction to the defensive team and to avoid contact with a “live” ball in the field of play. If the batted ball contacts the pitching coach, the ball becomes dead, and a no-pitch is declared.
- B. Each batter will receive six (6) pitches or three (3) swinging strikes from the pitching coach. If the ball has not been put into play, the batter will be called out. If the sixth pitch results in a foul ball, the batter will receive an extra pitch until the ball is put into play or the batter strikes out. NO WALKS WILL BE CALLED. Pitches that hit the batter will count towards total with no advance to 1st base.
- C. A player from the defensive team must play the “pitcher’s helper” position and should be positioned no closer than the coach pitch location with at least one (1) foot on the dirt of the pitching mound. The “pitcher’s helper” may not leave until the ball crosses home plate or is hit.
- D. The catcher position is to be played as typical by the defensive team. However, players of this age should not be expected to perform the duties of the position. As a safety precaution, catchers should not be positioned directly behind the batter. If possible and to keep the game moving, please position a defensive coach behind the catcher to help corral pitches and return them to the offensive pitching coach.



Edgewood Athletic Association: 10U Minor League Baseball Rules

The Minor League is a 10U baseball league for boys. Players who turn 11 prior to May 1st of the current year are not eligible. The Minor League is instructional, competitive, and prepares players for the 13U Major League. The Minor League is 100% player pitch and is played on age appropriate diamonds with age appropriate rules. All pitchers will utilize elevated pitching mounds from a 46' pitching distance. The base paths will be set at 60'.

Part 1: Minor League General Game Rules

- A. A game will be deemed final at the completion of either six (6) full innings or a time limit of 1:45 has been reached. No additional innings will begin after such time. A new inning starts as soon as the 3rd out is made in the previous inning. In the event of weather delay and/or darkness, three (3) innings, two and a half (2.5) innings if the home team is ahead, will constitute a complete game.
- B. There will be a maximum of five (5) runs scored per inning.
- C. If the game is tied after six (6) innings, time limit permitting, the California Rule will go into effect for remainder of game. The California Rule puts the last batted out as a base runner at 2nd base and the batter at home plate with a count of one (1) ball and one (1) strike.
- D. The visiting team will be responsible for retrieving the pitcher's mound from storage and placing it in its' proper position on the field prior to the start of the game. The home team will be responsible for placing the pitcher's mound back in storage after the game is completed.
- E. It is recommended that all players wear protective supporters with plastic cups. Especially while playing the catcher position.
- F. Players that play the catcher position must use an official catcher's glove to protect their hand as they receive a pitch.
- G. Mercy Rule will be 15 after 4 innings, 12 after 5 innings

Part 2: Minor League Offensive Game Rules

- A. Bunting is allowed, however, for the safety of our players "slug/slash" bunting is not allowed. If a batter squares to bunt he must either:
 - 1. bunt the ball
 - 2. pull the bat back without an attempt at a swing
 - 3. take the strike with a failed attempt
- B. Base runners are only to advance extra bases, at the base runner's peril, if the batted ball deserves it.
- C. Lead offs will not be permitted, and base runners may not leave the base until the ball crosses home plate or is hit. After a team warning has been given for the first offense, each subsequent offense will result in the base runner being called out by the umpire.
- D. Base stealing is allowed on all pitches. A maximum of one (1) stolen base, at the base runner's peril, may be attempted per pitch regardless of the defensive attempts to make an out. Walked batters may only advance to first base.
- E. Players must slide at home plate if there is a play at the plate. If the umpire deems it unsafe and a slide did not occur, runner is out.
- F. There are no head-first slides permitted unless the base runner is attempting to return to the last occupied base.

Part 3: Minor League Defensive Game Rules

- A. Balls and strikes will be called by umpire with the usual number of up to four (4) balls and/or three (3) strikes per at bat. The strike zone will be from the top of the batter's shoulders to the bottom of the batter's knees and two (2) extra inches on each side of home plate.
- B. There will be no balks called or intentional walks allowed. Per the judgment of the umpire, if 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 for the remainder of that game.
- C. The maximum allowable innings a player can pitch in one (1) day is four (4) innings. The maximum allowable innings a player can pitch in three (3) consecutive games is eight (8) innings. A single pitch thrown in any inning will constitute a full inning. Any player that exceeds this limit will be declared ineligible to pitch his next eligible game and the team's manager will be suspended for the next two (2) games.
- D. Starting Pitcher ONLY may be removed from the game and then return to pitch later in the same game, if that pitcher has not reached the allotted number of innings allowed. Rule applies for unfinished games resumed at a later date.

- E. Batter's will not advance to 1st base on a dropped-third strike by the catcher.
- F. The infield fly rule will not be in effect.
- E. The ball is considered in play unless the umpire has called "time", the pitcher has the ball and is standing on or any portion of his body is touching the surface of the portable pitcher's mound. If a base runner is standing between two (2) bases the defensive team must force the action against said base runner before time will be called on the field. Umpires will call "time" after every play and declare the ball dead.

- UPDATED 5-16-2021 to include stealing home for last part of season.



Edgewood Athletic Association: 13U Major League Baseball Rules

The Major League is a 13U baseball league for boys. Players who turn 14 prior to May 1st of the current year are not eligible. The Major League is our most advanced and competitive league where the player's skills are more excelled. The Major League is played on age appropriate diamonds with age appropriate rules. All pitchers will utilize elevated pitching mounds from a 50' pitching distance. The base paths will be set at 70'.

Part 1: Major League General Game Rules

- A. A game will be deemed final at the completion of either six (6) full innings or a time limit of 1:45 has been reached. No additional innings will begin after such time. A new inning starts as soon as the 3rd out is made in the previous inning. In the event of weather delay and/or darkness, three (3) innings, two and a half (2.5) innings if the home team is ahead, will constitute a complete game.
- B. There will be a maximum of five (5) runs scored per inning.
- C. If the game is tied after six (6) innings, time limit permitting, the California Rule will go into effect for remainder of game. The California Rule puts the last batted out as a base runner at 2nd base and the batter at home plate with a count of one (1) ball and one (1) strike.
- D. The visiting team will be responsible for retrieving the pitcher's mound from storage and placing it in its' proper position on the field prior to the start of the game. The home team will be responsible for placing the pitcher's mound back in storage after the game is completed.
- E. It is recommended that all players wear protective supporters with plastic cups. Especially while playing the catcher position.
- F. Players that play the catcher position must use an official catcher's glove to protect their hand as they receive a pitch.
- G. Mercy rule will be 15 after 4 innings, 12 after 5 innings.

Part 2: Major League Offensive Game Rules

- A. Bunting is allowed, however, for the safety of our players "slug" bunting is not allowed. If a batter squares to bunt he must either:
 - 1. Bunt the ball
 - 2. Pull the bat back without an attempt at a swing
 - 3. Take the strike with a failed attempt.
- B. Lead offs and base stealing to any base, at the base runner's peril, will be allowed during the entire game.
- C. Players must slide at home plate if there is a play at the plate. If the umpire deems it unsafe and a slide did not occur, runner is out.
- D. There are no head-first slides permitted unless the base runner is attempting to return to the last occupied base.

Part 3: Major League Defensive Game Rules

- A. Drop third strike rules apply for all batters.
 - 1. With a base runner on 1st base and less than two (2) outs, the batter will be called out. All other base runners are live.
 - 2. With no base runner on 1st and less than two (2) outs, the batter may attempt to reach 1st base. The defense must either tag the batter or throw to 1st base for the force out to record the out. All other base runners are live.
 - 3. With two (2) outs, regardless of where the base runners are, the batter may attempt to reach 1st base. The defense must either tag the batter or throw to 1st base for the force out to record the out. All other base runners are live.
 - 4. If the batter makes any movement toward the dugout, they will be called out per the umpire's discretion.
- B. The infield fly rule will be in effect
 - 1. If a fly ball is hit in fair territory and, per the umpire's best judgement, is catchable by an infielder with ordinary effort, the batter is out.
 - 2. This rule applies regardless of whether the ball is caught, where the ball is caught, and which player catches the ball.
 - 3. All standard fly ball caught/non-caught tag-up rules apply to the base runners.
 - 4. Since the batter is declared out, the force play on the other base runners is immediately removed.

- C. There will be one (1) intentional walk per player per game allowed. Per the judgment of the umpire, if a player is intentionally walked a second time, the batter will be given an automatic triple and the pitcher will be removed from the mound and not be eligible to pitch for the remainder of that game. A batter is given 1st base without being pitched to during an intentional walk.
- D. There will be balks called. The first offense called on each pitcher will result in a warning. Each subsequent offense for that pitcher will advance all base runners one (1) base. If any of the following occur by the pitcher, a balk will be called by the umpire:
 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 base runner and no possibility of a play;
 5. steps or feints from the rubber to 1st 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 reengaging 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 the pitching motion;
 13. pitches while facing away from the batter;
 14. after bringing his hands together on the rubber or while engaging the rubber, 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 and throws to the 1st baseman who, because of his distance from the base, is unable to tag the base runner at 1st base
- E. A pitcher can feint toward 3rd base, and then turn and throw or feint to 1st base if his pivot foot disengages the rubber after his initial feint toward 3rd base. This is called the "Fake To 3rd Base and Throw To 1st Base" play and is considered legal.
- F. The maximum allowable innings a player can pitch in one (1) day is four (4) innings. The maximum allowable innings a player can pitch in three (3) consecutive games is eight (8) innings. A single pitch thrown in any inning will constitute a full inning. Any player that exceeds this limit will be declared ineligible to pitch his next eligible game and the team's manager will be suspended for the next two (2) games.
- G. Starting Pitcher ONLY may be removed from the game and then return to pitch later in the same game, if that pitcher has not reached the allotted number of innings allowed. Rule applies for unfinished games resumed at a later date.
- H. The ball is considered in play unless the umpire has called "time", the pitcher has the ball and is standing on or any portion of his body is touching the surface of the portable pitcher's mound. If a base runner is standing between two (2) bases the defensive team must force the action against said base runner before time will be called on the field. Umpires will call "time" after every play and declare the ball dead.



Edgewood Athletic Association: 8U Cadet League Softball Rules

The Cadet League is an 8U softball league for girls. Players who turn 9 prior to January 1st of the current year are not eligible and will be moved up. The Cadet League is instructional, competitive, and prepares players for the 10U Junior League. The Cadet League introduces players to player pitch through the first two (2) innings of a game and then transitions into coach pitch by the offensive coach for the remaining innings. The Cadet League is played on age appropriate diamonds with age appropriate rules. All pitchers (player/coach) must pitch underhand from a 30' pitching distance. Teams use 11" softball, 30' pitching distance, and 60' base paths.

Part 1: Cadet League General Game Rules

- A. A game will be deemed final at the completion of either six (6) full innings or a time limit of 1:45 has been reached. No additional innings will begin after such time. A new inning starts as soon as the 3rd out is made in the previous inning. In the event of weather delay and/or darkness, three (3) innings, two and a half (2.5) innings if the home team is ahead, will constitute a complete game.
- B. There will be a maximum of six (6) runs scored per inning.
- C. Mercy rule will be 15 after 4 innings, 12 after 5 innings.

Part 2: Cadet League Offensive Game Rules

- A. The pitcher shall take a position with both feet in contact with the pitcher's rubber and must remain in contact at all times prior to forward step.
- B. In the act of delivering the ball, the pitcher must take one step with the non-pivot foot simultaneous with the release of the ball. The step must be forward and toward the batter within the 24-inch length of the pitcher's plate. Pushing off and dragging the pivot foot in contact with the ground is required.
- C. A player may not pitch more than one inning. A pitcher may not pitch in consecutive games.
- D. Should a pitcher walk or hit four (4) batters, or any combination thereof, the offensive manager, coach or designated parent-pitcher shall finish the inning and that player may not return during the inning.
- E. Offensive coaches should pitch underhand from a standing position anywhere inside or on the pitching circle.
- F. Offensive coaches are to be stationed normally as 1st base and 3rd base coaches and as a pitcher on the field. Coaches must make every attempt to position themselves as not to be an obstruction to the defensive team and to avoid contact with a "live" ball in the field of play. If the batted ball contacts the pitching coach, the ball becomes dead, and a no-pitch is declared.
- G. Unless you are at home plate batting, no bat should be handled at any time. There will be no "on-deck" circle. The "on-deck" batter is not allowed to pick up a bat until leaving the dugout for home plate. This is a safety rule that must be strictly enforced.
- H. Each batter will receive six (6) pitches or three (3) swinging strikes from the pitching coach. If the ball has not been put into play, the batter will be called out. If the sixth pitch results in a foul ball, the batter will receive an extra pitch until the ball is put into play or the batter strikes out. NO WALKS WILL BE CALLED. Pitches that hit the batter will count towards total with no advance to 1st base.
- I. No bunting will be allowed.
- J. Base runners are only to advance one (1) extra base, at their own risk, may be attempted as the result of an overthrow to any base regardless of the defense making additional attempts to make an out.
- K. Lead offs and/or steals will not be permitted, and base runners may not leave the base until the ball crosses home plate or is hit.
- L. Players must slide at home plate if there is a play at the plate. If the umpire deems it unsafe and a slide did not occur, runner is out.
- M. There are no head-first slides permitted unless the base runner is attempting to return to the last occupied base.

Part 3: Cadet League Defensive Game Rules

- A. Maximum of ten (10) players will play the field with four (4) outfielders (LF, LC, RC, RF) in place. (NO SHORT CENTER FIELD)
- B. A player from the defensive team must play the "pitcher's helper" position and should be positioned no closer than the coach pitch location with at least one (1) foot on the dirt of the pitching mound. The "pitcher's helper" may not leave until the ball crosses home plate or is hit. The pitcher's helper shall wear a facemask & heart guard at all times.
- C. The catcher position is to be played as typical by the defensive team. However, players of this age should not be expected to perform the duties of the position. As a safety precaution, catchers should not be positioned directly behind the batter. If possible and to keep the game moving, please position a defensive coach behind the catcher to help corral pitches and return them to the offensive pitching coach.
- D. As this is an instructional league, players should be encouraged to make defensive plays and not immediately throw a fielded ball directly to the pitcher's position. There will be 1 base per overthrow to any base, at runners' own risk.
- E. Umpires will call "time" once the pitcher's helper has control of the ball in the pitcher's circle. If a base runner has crossed the halfway point prior to calling time, the base runner will get the base. Umpires will call "time" after every play and declare the ball dead.



Edgewood Athletic Association: 10U Junior League Softball Rules

The Junior League is a 10U softball league for girls. Players who turn 11 prior to January 1st of the current year are not eligible and will be moved up. The Junior League is instructional, competitive, and prepares players for the 12U/14U Senior League. The Junior League is 100% player pitch, is played on age appropriate diamonds with age appropriate rules. Teams use 11" softball, 35' pitching distance, and 60' base paths.

Part 1: Junior League General Game Rules

- A. A game will be deemed final at the completion of either six (6) full innings or a time limit of 1:45 has been reached. No additional innings will begin after such time. A new inning starts as soon as the 3rd out is made in the previous inning. In the event of weather delay and/or darkness, three (3) innings, two and a half (2.5) innings if the home team is ahead, will constitute a complete game.
- B. There will be a maximum of six (6) runs scored per inning.
- C. Mercy rule will be 15 after 4 innings, 12 after 5 innings.

Part 2: Junior League Offensive Game Rules

- A. The pitcher must take a position with both feet in contact with the pitcher's mound and must remain in contact at all times prior to the forward step. In the act of delivering the ball, the pitcher must take one step forward in direction toward the batter and within outside limits of the 24" length of the pitcher's mound. Pushing off and dragging the pivot foot along the ground is required as well.
 - 1. The first offense will be issued a warning by the umpire.
 - 2. The second and each subsequent offense will be declared an illegal pitch and a ball will be awarded to the batter. If the pitch is put into play, the manager of the hitting team will have the option to take the result of the play or be awarded a ball for the illegal pitch.
- B. A player may pitch an unlimited amount of innings per game and may pitch in consecutive games.
- C. The dropped-third strike rule shall **not** be in effect.
- D. There will be no intentional walks allowed. Per the judgment of the umpire, if 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 for the remainder of that game.
- E. The starting Pitcher may re-enter once, no other pitchers may re-enter
- F. Bunting is allowed, however, for the safety of our players "slug/slash" bunting is not allowed. If a batter squares to bunt he must either:
 - 1. bunt the ball
 - 2. pull the bat back without an attempt at a swing
 - 3. take the strike with a failed attempt
- G. Stealing/Base runners may leave the base upon release from pitchers' hand or is hit. After a team warning has been given for the first offense, each subsequent offense will result in the base runner being called out by the umpire.
- H. Overthrows – The base-runner is **not** limited to bases upon an overthrown ball. A base-runner may advance bases at her own risk until the ball is thrown to the pitcher in the pitcher's circle at which time the look back rule will come into effect.
- I. The "Look Back" rule shall be in effect.
- J. Sliding at Homeplate is mandatory if there is play at the plate. If the umpire deems it unsafe and a slide did not occur, runner is out.
- K. There are no head-first slides permitted unless the base runner is attempting to return to the last occupied base.

Part 3: Junior League Defensive Game Rules

- A. The infield fly rule will **not** be in effect.
- B. As this is an instructional league, players should be encouraged to make defensive plays and not immediately throw a fielded ball directly to the pitcher's position.
- C. The ball is considered in play unless the umpire has called "time", the pitcher has the ball and is standing within the pitcher's circle. Umpires will call "time" after every play and declare the ball dead.



Edgewood Athletic Association: 14U Senior League Softball Rules

The Senior League is a 12U/14U softball league for girls. Players who turn 14 prior to January 1st of the current year are eligible provided they are in 8th grade. The Senior League is 100% player pitch, is played on age-appropriate diamonds with age appropriate rules. Teams use 12" softball, 40' pitching distance, and 60' base paths.

Part 1: Senior League General Game Rules

- A. A game will be deemed final at the completion of either six (6) full innings or a time limit of 1:45 has been reached. No additional innings will begin after such time. A new inning starts as soon as the 3rd out is made in the previous inning. In the event of weather delay and/or darkness, three (3) innings, two and a half (2.5) innings if the home team is ahead, will constitute a complete game.
- B. There will be a maximum of six (6) runs scored per inning.
- C. Mercy rule will be 15 after 4 innings, 12 after 5 innings.

Part 2: Senior League Offensive Game Rules

- A. Bunting is allowed, however, for the safety of our players "slug/slash" bunting is not allowed. If a batter squares to bunt he must either:
 - 1. bunt the ball
 - 2. pull the bat back without an attempt at a swing
 - 3. take the strike with a failed attempt
- B. Stealing/Base runners may leave the base upon release from pitchers' hand or is hit. After a team warning has been given for the first offense, each subsequent offense will result in the base runner being called out by the umpire.
- C. Sliding is mandatory at home plate if there is a play at the plate. If the umpire deems it unsafe and a slide did not occur, runner is out.
- D. There are no head-first slides permitted unless the base runner is attempting to return to the last occupied base.

Part 3: Senior League Defensive Game Rules

- A. The pitcher must take a position with both feet in contact with the pitcher's mound and must always remain in contact prior to the forward step. In the act of delivering the ball, the pitcher must take one step forward in direction toward the batter and within outside limits of the 24" length of the pitcher's mound. Pushing off and dragging the pivot foot along the ground is required as well.
 - 1. The first offense will be issued a warning by the umpire.
 - 2. The second and each subsequent offense will be declared an illegal pitch and a ball will be awarded to the batter. If the pitch is put into play, the manager of the hitting team will have the option to take the result of the play or be awarded a ball for the illegal pitch.
- B. Drop third strike rules apply for all batters.
 - 1. Base runner on 1st base and less than two (2) outs, the batter will be called out. All other base runners are live.
 - 2. No base runner on 1st and less than two (2) outs, the batter may attempt to reach 1st base. The defense must either tag the batter or throw to 1st base for the force out to record the out. All other base runners are live.
 - 3. With two (2) outs, regardless of where the base runners are, the batter may attempt to reach 1st base. The defense must either tag the batter or throw to 1st base for the force out to record the out. All other base runners are live.
 - 4. If the batter makes any movement toward the dugout, they will be called out per the umpire's discretion.
- C. The infield fly rule will be in effect when there are fewer than two outs. If a fly ball is hit in fair territory and, per the umpire's best judgement, is catchable by an infielder with ordinary effort, the batter is out.
 - 1. This rule applies regardless of whether the ball is caught, where the ball is caught, and which player catches the ball.

2. All standard fly ball caught/non-caught tag-up rules apply to the base runners.
 3. Since the batter is declared out, the force play on the other base runners is immediately removed.
- D. There no intentional walks allowed. Per the judgment of the umpire, if 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 for the remainder of that game.
 - E. There will be no maximum allowable innings pitched per game for any single player and players can pitch in consecutive games.
 - F. The ball is considered in play unless the umpire has called "time", the pitcher has the ball and is standing on or If a base runner is standing between two (2) bases the defensive team must force the action against said base runner before time will be called on the field. Umpires will call "time" after every play and declare the ball dead.



AMENDED FOR 2021 SEASON ONLY

Edgewood Athletic Association: 8U League Softball Rules

The Cadet League is an 8U softball league for girls. Players who turn 9 prior to January 1st of the current year are not eligible and will be moved up. The Cadet League is instructional, competitive, and prepares players for the 10U Junior League. The Cadet League is played on age appropriate diamonds with age appropriate rules. All coaches must pitch underhand from a 30' pitching distance. Teams use 11" softball, 30' pitching distance, and 60' base paths.

8U: Pixie/Cadet League (6, 7 & 8 Year Old's)

- 100% Coach Pitch Games/6 Pitches Per Batter/No Walks/30' Mound & 60' Base paths
- Coaching focus to be on hitting and fielding fundamentals with players making a defensive effort to make plays
- 6 Inning Games/3 Outs/6 Run Maximum Per inning / Mercy Rule in effect
- No Bunting/No Stealing/Runner Leaves When Ball Is Struck
- Runner Stops with Infield Control "Time"/Maximum One Base on Overthrows

Part 1: Cadet League General Game Rules

- A. A game will be deemed final at the completion of either six (6) full innings or a time limit of 1:45 has been reached. No additional innings will begin after such time. A new inning starts as soon as the 3rd out is made in the previous inning. In the event of weather delay and/or darkness, three (3) innings, two and a half (2.5) innings if the home team is ahead, will constitute a complete game.
- B. There will be a maximum of six (6) runs scored per inning.
- C. Mercy rule will be 15 after 4 innings, 12 after 5 innings.

Part 2: Cadet League Offensive Game Rules

- A. Offensive coaches should pitch underhand from a standing position anywhere inside or on the pitching circle.
- B. Offensive coaches are to be stationed normally as 1st base and 3rd base coaches and as a pitcher on the field. Coaches must make every attempt to position themselves as not to be an obstruction to the defensive team and to avoid contact with a "live" ball in the field of play. If the batted ball contacts the pitching coach, the ball becomes dead, and a no-pitch is declared.
- C. Unless you are at home plate batting, no bat should be handled at any time. There will be no "on-deck" circle. The "on-deck" batter is not allowed to pick up a bat until leaving the dugout for home plate. This is a safety rule that must be strictly enforced.
- D. Each batter will receive six (6) pitches or three (3) swinging strikes from the pitching coach. If the ball has not been put into play, the batter will be called out. If the sixth pitch results in a foul ball, the batter will receive an extra pitch until the ball is put into play or the batter strikes out. **NO WALKS WILL BE CALLED.** Pitches that hit the batter will count towards total with no advance to 1st base.
- E. No bunting will be allowed.
- F. Base runners are only to advance one (1) extra base, at their own risk, may be attempted as the result of an overthrow to any base regardless of the defense making additional attempts to make an

- G. Lead offs and/or steals will not be permitted, and base runners may not leave the base until the ball crosses home plate or is hit.
- H. Players must slide at home plate if there is a play at the plate. If the umpire deems it unsafe and a slide did not occur, runner is out.
- I. There are no head-first slides permitted unless the base runner is attempting to return to the last occupied base.

Part 3: Cadet League Defensive Game Rules

- A. Maximum of ten (10) players will play the field with four (4) outfielders (LF, LC, RC, RF) in place. (NO SHORT CENTER FIELD)
- B. A player from the defensive team must play the "pitcher's helper" position and should be positioned no closer than the coach pitch location with at least one (1) foot on the dirt of the pitching mound. The "pitcher's helper" may not leave until the ball crosses home plate or is hit. The pitcher's helper shall wear a facemask & heart guard at all times.
- C. The catcher position is to be played as typical by the defensive team. However, players of this age should not be expected to perform the duties of the position. As a safety precaution, catchers should not be positioned directly behind the batter. If possible and to keep the game moving, please position a defensive coach behind the catcher to help corral pitches and return them to the offensive pitching coach.
- D. As this is an instructional league, players should be encouraged to make defensive plays and not immediately throw a fielded ball directly to the pitcher's position. There will be NO extra bases taken as the result of an overthrow to any base.
- E. Umpires will call "time" once the pitcher's helper has control of the ball in the pitcher's circle. If a base runner has crossed the halfway point prior to calling time, the base runner will get the base. Umpires will call "time" after every play and declare the ball dead.