

2025 BYSBA EOS TOURNAMENT

Rules for Play (Final).

Tournament Format

- Single elimination tournament.
- Tournament seeding will be decided by single game pool play.
 - All teams will be assigned to a pool game by a random generator.
 - Pool play game durations will be (DROP DEAD):
 - 8U Baseball – 6 Innings or 1 Hour
 - 10U Baseball - 6 Innings or 1 Hour
 - 12U Baseball - 6 Innings or 1 Hour
 - 14U Baseball - 6 Innings or 1 Hour 15 Minutes
 - 8U Softball – 6 Innings or 1 Hour
 - 10U Softball - 6 Innings or 1 Hour
 - 14U Softball – 6 Innings or 1 Hour 15 Minutes
 - Teams will receive points based on pool play results:
 - 1 pt for win
 - Plus Run differential
 - Tie breaker is total runs scored
 - Second tie breaker is a coin flip
 - Example: Team A beats Team B 15-3
Team A: 13 pts
Team B: -12 pts
 - Elimination game durations will be:

- 8U Baseball: 6 Innings or 1 Hour 15 Minutes
- 10U Baseball: 6 Innings or 1 Hour 25 Minutes
- 12U Baseball: 6 Innings or 1 Hour 35 Minutes
- 14U Baseball: 6 Innings or 1 Hour 45 Minutes
- 8U Softball: 5 Innings or 1 Hour
- 10U Softball: 6 Innings or 1 Hour 15 Minutes
- 14U Softball: 6 Innings or 1 Hour 15 Minutes

1. BYSBA Rules

- 1.1. Prior to any game starting the Head Coaches will pay the umpires at the plate (\$50). The game will not start until that transaction between the teams and on field umpires occurs.
- 1.2. Softball games will follow rules established by National Federation of High Schools (NFHS) 10U and up; and USA / Texas Diamond Softball for 8U, as modified by the following Fast Pitch/Slow Pitch supplemental rules established by BYSBA.
- 1.3. Baseball games will follow rules established by DYB (Tournament) rules and regulations with the following additions and exceptions noted.
- 1.4. **ZERO TOLERANCE POLICIES ARE IN EFFECT** Any player, manager, coach or fan ejected from a game must leave the facility immediately and will not be allowed back to the facility for the duration of the tournament.
- 1.5. Protests:
 - 1.5.1. There will be no protest allowed on any judgment calls.
 - 1.5.2. A formal protest may only be made regarding rules.
 - 1.5.3. Only the Head Coach, as listed on the official team roster, is allowed to notify the plate umpire of a formal protest, BEFORE the next pitch is thrown.
 - 1.5.4. The clock will stop and the protest committee will be called in.
 - 1.5.5. NO protest can be called after the completion (last official out) of the game.

- 1.5.6. The Protest Committee will consist of the UIC (or appointed representative), BYSBA Tournament Director.
- 1.5.7. Protest Committee decisions are FINAL!
- 1.6. Home/Away
 - 1.6.1. Home team will be the higher seed of the two teams except for the championship game. The home team will be decided by coin flip for the Championship Game
 - 1.6.2. Home team uses the first base dugout.
 - 1.6.3. Away team uses the third base dugout.
- 1.7. Score Keeping
 - 1.7.1. The Home Team is responsible for keeping the official scorebook. Gamechanger is acceptable as an official score book
 - 1.7.2. Visiting Team is responsible for the official pitch count.
 - 1.7.3. Score and pitch count to be confirmed by HCs and UIC after each half inning.
 - 1.7.4. Umpires will maintain official score cards that will be turned in to report scores and pitching. Score cards are final once they have been signed. If not signed it is assumed the coach agrees with the umpire's card.
- 1.8. Teams are responsible for cleaning up their dugouts after games.
- 1.9. Each team must supply 2 balls at the beginning of the game and be approved by the umpires.
- 1.10. Lineups will be given to the plate umpire at the plate meeting.

2. General Softball Rules

- 2.1. Bats, helmets, and catcher gear will be inspected prior to each game. Be sure your team puts all gear outside the dugout for inspection as soon as you are allowed to enter the dugout.
- 2.2. Any bats labeled Tee Ball or Baseball will not be allowed during the game. Those bats will be turned over to the UIC and will be returned after the last tournament game for that team.
- 2.3. All bats must have the USA/ASA approved certification mark and must not be listed on the banned bat list. Those bats will be turned over to the UIC and will be returned after the last tournament game for that team.
- 2.4. Game Balls: Optic yellow 11" balls with a Maximum compression of 375 lb and max COR of .47 can be used in 8U and 10U. Optic yellow 12" balls will be used for 12U and 14U.
- 2.5. Only the first base and third base coaches are allowed to be in the coach's box.
- 2.6. The batter's box will be 8' x 3' on both sides of the home plate.

- 2.7. Games will go to modified international tie breaking (ITB) rules if there is a tie at the end of the game. The offensive team shall begin its turn at bat.
- 2.7.1. First extra inning– start with 2-outs and runner on 2nd base.
- 2.7.2. Second extra inning– start with 2-outs and runners on second and third base.
- 2.7.3. Third and additional extra innings– start with 2 outs and with bases loaded.
- 2.7.4. This will continue until a winner is determined.
- 2.7.5. ITB base runners will be based on last plate appearance according to the line-up card.
- 2.8. Lineups will be given to the plate umpire at the plate meeting.
- 2.9. 6U/8U teams must have at least nine (9) players to start a game. 10U-14U must have at least eight (8) players to start a game. The tenth batting position in 6U/8U will be an automatic out. The ninth batting position in 10U– 14U will be an automatic out.
- 2.10. Sliding into the base feet first is allowed. Sliding headfirst for all divisions is not allowed, unless it's diving back to the previous base.
- 2.11. The run rule per half inning is five runs per inning. The game will be called when a team is mathematically out.
- 2.12. Time outs will be allowed per the rule book for that age division.
- 2.13. All buckets and equipment must be inside the dugout during the game.
- 2.14. Three (3) intentional walks per half inning by defensive head coach, pitcher or catcher only. This applies to the 10U– 14U games only. No intentional walks are allowed in 6U/8U.
- 2.15. Game Duration
- 2.15.1. 6U and 8U games will be 60-minutes, finish the inning.
- 2.15.2. 10U-14U games will be 75-minutes, finish the inning.

3. 8U Softball Supplemental Rules

Game Time	Innings	Base Distance	Pitch Distance	Run Limit	Pitch Limit
1:00	6	60 ft	35 ft	5	N/A

- 3.1. Time will be called when the ball is in possession of an infielder and the lead runner has stopped or hesitated to advance to the next base. If the ball is in possession of the infielder but the base runner has not stopped or hesitated, the play is still live, and runners are allowed to advance bases.

- 3.1.1. 10-players on defense. Only six (6) players can be in the infield including pitcher and catcher. The outfield is considered behind the baseline.
- 3.1.2. Catchers must wear appropriate chest protection, shin guards and catcher's helmet. They cannot wear a batting helmet.
- 3.1.3. Batting helmets must have a face mask.
- 3.1.4. It is highly recommended that all players on defense wear a protective face guard and the player in the pitcher position wears a heart guard.
- 3.1.5. If the coach pitcher is hit with a batted ball, no pitch will be called. If, in the umpire's discretion, the coach pitcher intentionally allows the ball to strike him/her, a dead ball will be called, the batter will be declared out, and all base runners will return to the base occupied before the pitch.
- 3.1.6. Each team will provide their own pitching coach. The coach pitcher must be listed as a coach on the official team roster. The pitching distance is 35 feet. The ball must be delivered to the batter in a safe manner, and no arch required. The pitched ball is dead when it hits the ground prior to home plate. Batter cannot hit a ball that first touches the ground.
- 3.1.7. Coach pitcher must have one foot on the pitching plate at time of release and both feet must be within 24" of the plate.
- 3.1.8. The coach pitcher cannot communicate, verbally or signal, to the batter. The coach pitcher cannot communicate with the other coaches while the play is still live.
- 3.1.9. Once the ball is hit fair, the coach pitcher must move to the side of the field, the opposite direction of where the ball was hit. When the coach interferes with an offensive player, then the play stands. When the coach unintentionally interferes with a defensive player, then the umpire has the option to call a base runner out, if intentional, then the runner will be called out.

4. 10U Softball Supplemental Rules

Game Time	Innings	Base Distance	Pitch Distance	Run Limit	Pitch Limit
1:15	6	60 ft	35 ft	5	N/A

- 4.1. Any pitcher who hits three (3) consecutive batters must be removed from the circle for the remainder of that inning. They can return later in the game, but not this inning. If a pitcher hits five (5) batters total during a game must be removed

from the circle for the remainder of the game. She can play in another position on the field.

- 4.2. If the pitched ball is not caught by the catcher and hits the umpire five (5) times during a game, the umpire can request changing the catcher.

5. 14U Supplemental Rules

Game Time	Innings	Base Distance	Pitch Distance	Run Limit	Pitch Limit
1:15	6	60 ft	43 ft	5	N/A

- 5.1. Any pitcher who hits three (3) consecutive batters must be removed from the circle for the remainder of that inning. They can return later in the game, but not this inning. If a pitcher hits five (5) batters total during a game must be removed from the circle for the remainder of the game. She can play in another position on the field.
- 5.2. If the pitched ball is not caught by the catcher and hits the umpire five (5) times during a game, the umpire can request changing the catcher.
- 5.3. Team conference at change of half innings is not allowed. First infraction will be a warning, second infraction will be ejection of coach.

6. General Baseball Rules

- 6.1. No metal cleats except for 13-14U. No metal cleats on artificial turf mounds.
- 6.2. Bats
 - 6.2.1. All bats must be labeled with either a BBCOR, USSSA 1.15BPF stamp or the official USA Baseball Stamp (USABat).
 - 6.2.2. The maximum diameter shall not exceed two and three quarters (2 $\frac{3}{4}$) inches.
 - 6.2.3. All bats must be commercially manufactured for baseball play, softball bats or bats altered after manufacture to reduce or add weight will not be allowed. It is the manager's responsibility to ensure compliance with this rule.
 - 6.2.4. Penalties – Use of an illegal bat shall not be grounds for ejecting the player or declaring the batter 'out' except as follows: A) If the umpire discovers that a bat does not conform to the BYSBA bat rule stated above before a ball has been put in play, the umpire will remove the illegal bat from

the game and issue a warning to the manager. Warnings will be recorded on the game card. B) If the umpire discovers that the bat does not conform to the BYSBA bat rule stated above after the ball has been put in play and before the next legal pitch, the defensive team will have the choice of the result of the play or the batter being called 'out'. If the batter is declared 'out', all runners must return to the base officially occupied before the pitch. C) A second offense incurred during the BYSBA series will result in the manager being ejected in addition to application of the first offense penalty.

6.3. Pitching regulations apply to 10U, 12U and 14U Divisions

6.3.1. Pitch Limits

- 9-10U – 75 pitches max for the weekend
- 11-12U – 85 pitches max for the weekend
- 13-14U – 95 pitches max for the weekend

6.3.2. The weekend will begin Saturday at 12:00am

6.3.3. If a pitcher reaches the limit imposed while facing a batter, the pitcher may continue to pitch until any one of the following conditions occurs:

- 6.3.3.1. That batter reaches base;
- 6.3.3.2. that batter is put out;
- 6.3.3.3. the third out is made to complete the half-inning.

6.3.4. Exceeding pitching limits will result in a forfeit of the game if determined during the game or before the game card is signed by both coaches, coach is out of next game and player cannot pitch for remainder of the weekend.

6.3.5. Only official game pitches will count towards the count total (warm up pitches and bullpen prior to the game are not considered towards the total). Coaches should make every effort to monitor the athlete's bullpen and warm-up pitches and take this into consideration. For purposes of determining the maximum count total, only pitches delivered to the plate during game action are considered. If the umpire declares the play dead, with a no pitch, the pitch will not count towards the total.

6.3.6. Each game will need an official pitch counter provided by the visiting team. The official pitch counter will not be allowed to be in the dugout for games. Coaches/team representatives should meet between innings to verify counts reported to the umpire, which are then reported on the scorecards. Pitch counts will be certified at the conclusion of the game by the coaches signing the scorecard. It is recommended that both teams keep track of and retain documentation (such as taking a picture of the final scorecard or other method) on pitch counts in case of discussion between coaches and umpires. Prior to starting each game the coaches will report current pitch

count totals to the visiting team pitch counter. A count sheet will be provided on the website for coaches to print out for their teams to retain.

- 6.3.7. Penalty: Failure to report/verify pitch counts on the scorecard will be handled by the 3-Man Rules Committee, which could include a forfeit by both teams, removal of the manager(s) for the Series, and/or loss of player(s) pitching eligibility for the weekend Series, etc.
- 6.3.8. Regardless of limits established, coaches are cautioned to carefully monitor the number of pitches thrown by any player during a game/series/practice. A young player's arms and muscles are still growing and developing.
- 6.3.9. Coaches are cautioned about using a catcher as a pitcher in the same game for the same reasons outlined above.
- 6.3.10. All other issues not covered above will be referred to the 3-Man Rules Committee, and their decision will be final.
- 6.3.11. Coaches/Managers who allow pitchers to exceed pitching limits will forfeit the game if the violation is determined during the game, or before the game card is signed by both coaches. The offending Coach/Manager will be suspended for the next game and the player cannot pitch for the remainder of that weekend. A suspended Coach/Manager is not allowed to be at the park while serving their suspension.
- 6.3.12. Warm-Ups Beginning each half inning, pitchers will throw no more than five (5) pitches to the catcher. A relief pitcher is allowed eight (8) pitches. In case of an injury or an ejection, the umpires shall allow the relief pitcher an adequate time to warm-up.
- 6.3.13. Removal, Reentry A pitcher must be removed from the mound after hitting 3 batters in a single game. Pitchers may not re-enter the game as a pitcher once they are removed as a pitcher.

6.4. Completing a game

- 6.4.1. All games will have normal time limits, no extended time is added or set number of innings for Championship or "IF" Games.
- 6.4.2. Unless the run rule limits apply the game will be played until time expires. Once time has expired if the visiting team is ahead more than the maximum number of runs allowed in an inning or the home team is winning the game will be called and the score recorded as it stands at that time. The game will not be called until time has expired unless the run rule (mercy rule) applies after a complete inning. Scores will not revert to the previous inning.
- 6.4.3. Complete games are 2 ½ innings if the home team is ahead, 3 if the visiting team is ahead. Run rules and time limits supersede.

6.4.4. Run Rules:

- 25 after 1 complete inning
- 20 after 2 complete innings
- 15 after 3 complete innings
- 10 after 4 complete innings
- 8 after 5 complete innings

6.4.5. Tie Breaker: If the score is tied after regulation time or regulation innings the Texas tie breaker will be used until a winner is determined. The inning begins with bases loaded and one out. The last three batters from the previous inning will occupy the bases: last batter at 1st base, next to last batter at 2nd base, second to last batter at 3rd base. Each team has an opportunity to bat. The game ends when one team is ahead at the end of an inning. No courtesy runners allowed for these runners.

6.5. Roster

6.5.1. Teams must bat the entire roster, there are open defensive substitutions except for pitching. Players arriving late can be added to the bottom of the order (notify the other team and umpire)

6.5.2. Since DYB rules require that all players bat, there are technically no substitute players if a batter is injured and cannot finish their at-bat. Rather than the player being called out, the next batter can assume the injured player's at-bat; however, the injured player cannot return to the game at a later time.

6.5.3. Teams must have at least 9 players (6U/8U) or 8 players (10U/12U/14U) to play; if missing the last player, it will count as an out when that spot comes up to bat. Players arriving late can be added to the bottom of the order (notify umpire)

6.5.4. If a team starts with more than 10 (6U/8U) or 9 (10U/12U/14U) batters and loses a player an out will not be recorded unless the team drops below 10 or 9 players or if the player was ejected.

6.6. Batter

6.6.1. No slashing: if a batter squares to bunt and then swings at the pitch (slashing), with or without runners on base, the batter is out, the runners go back to their bases, and the third-base coach is given a warning. On the second offense, the batter is out, the runners go back to their bases, and the third-base coach is ejected.

6.6.2. Throwing the bat will result in 1 warning per player, 2nd occurrence will result in the batter being called out.

6.7. Runners

- 6.7.1. No headfirst slides when advancing bases, runner will be called out, diving back into a bag is ok.
- 6.7.2. Runners should avoid contact, intentional contact or malicious contact in the umpire's opinion can lead to player being called out and/or removed or ejected from the game
- 6.7.3. A squeeze is defined as a play where there is a runner on third base (this includes the situations where there are runners on base in addition to the runner on third) and in which the runner on third base starts home as the pitcher delivers the ball (this includes starting to advance home during the windup) and continues toward home, without stopping, while at the same time the batter attempts to put the ball in play via a bunt. This is NOT ALLOWED in order to protect the safety of the fielders, the runner, and the batter.
- 6.7.4. A safety squeeze is defined as a play in which there is a runner on third base (including the situations where there are runners on base in addition to the runner on third) and in which the runner on third pauses his advancement toward home plate as the batter squares to bunt and waits until the ball is in play before attempting to continue to advance toward home. This IS ALLOWED as it provides clear protection for the fielders and runner.
- 6.7.5. Stealing home is defined as attempting to advance to home plate during the pitch. Under this narrow definition, the runner may not steal home; however, this definition is not intended to limit other plays at the plate, but rather to provide protection to the runner, batter, and fielders. Runners may attempt to advance from third base to home plate, at their own risk, after the ball has crossed home plate and between pitches, including, but not limited to, the following examples:
- When the ball gets past the catcher, either as a passed ball or wild pitch.
 - When the catcher attempts to throw the ball back to the pitcher after a pitch.
 - When the catcher attempts to throw the ball to another fielder after a pitch.
 - When the pitcher is in possession of the ball on the mound, but has not yet begun the windup.
 - When the pitcher makes a pickoff move toward, third, second or first.
- 6.7.6. With runners on base, a timeout will be called by the umpire after each play comes to a natural end. Natural end can be defined as base runners have stopped attempting to move to the next available base. A base running stalemate will result in a time.

6.7.7. Base runners MUST slide at home if there is a play at the plate.

7. Baseball 8U Rules

Game Time	Innings	Base Distance	Pitch Distance	Run Limit	Pitch Limit
1:15	6	60 ft	46 ft	5	N/A

- 7.1. No new inning to start after 1 hour & 15 minutes.
- 7.2. Teams must have at least 9 players to play; if missing the 10th player, it will count as an out when that spot comes up to bat. Players arriving late can be added to the bottom of the order (notify umpire)
- 7.3. If a team starts with more than 10 batters and loses a player an out will not be recorded unless the team drops below 10 players or if the player was ejected
- 7.4. Batters receive 5 pitches or three strikes per at bat; if a foul ball occurs on the 5th pitch the batter will continue to hit until the ball is put in play, or the batter strikes out.
- 7.5. Any hit ball hitting the coach-pitcher will be ruled a foul ball.
- 7.6. The coach-pitcher is a “pitching machine” and cannot speak to anyone and cannot coach in any way from the field. Coaching from the field will result in a warning from the umpire; a second occurrence will result in the removal of that pitcher.
- 7.7. A Coach-pitcher cannot be voluntarily changed in the middle of an inning.
- 7.8. Time should be called by the umpire when the ball is in the possession of an infielder and the lead runner hesitates, this is an umpire’s judgment call.
- 7.9. A pinch runner (last out) may be used for a player that is injured while running the bases.
- 7.10. Any player that is unable to take their official at bat will be out for the remainder of the game. No out will be recorded unless the team falls below 10 players or if the player was ejected.
- 7.11. Four outfielders will be used, players can be stacked (rover allowed) and must be on the outfield grass when the ball crosses the plate.
- 7.12. Intentional walks are not allowed.
- 7.13. Catchers must be in full gear (catchers’ helmet with mask or mask with hard skull cap, chest protector, shin guards & cup), catcher’s mitt is optional.

8. Baseball 10U Rules

Game Time	Innings	Base Distance	Pitch Distance	Run Limit	Pitch Limit
1:25	6	60 ft	46 ft	5	75

- 8.1. No new inning to start after 1 hour & 25 minutes.
- 8.2. Teams must have at least 8 players to play; if missing the 9th player it will count as an out when that spot comes up to bat. Players arriving late can be added to the bottom of the order (notify umpire)
- 8.3. If a team starts with more than 9 batters and loses a player an out will not be recorded unless the team drops below 9 players or if the player was ejected.
- 8.4. No slashing if a batter squares to bunt and then swings at the pitch (slashing), with or without runners on base, the batter is out, the runners go back to their bases, and the third-base coach is given a warning. On the second offense, the batter is out, the runners go back to their bases, and the third-base coach is ejected.
- 8.5. A pitcher must be removed from the mound after hitting 3 batters in a single game.
- 8.6. Pinch runners are allowed anytime for the pitcher or catcher of record or for a player injured during an at bat or while running. The last out will be the replacement runner. It does not have to be the last batted out, just the last out. In the event there have been no outs yet recorded in the game there can be no substitute runner until there is an out recorded.
- 8.7. Any player that is unable to take their official at bat will be out for the remainder of the game. No out will be recorded unless the team falls below 9 players.
- 8.8. Catchers must be in full gear (catchers' helmet with mask or mask with hard skull cap, chest protector, shin guards & cup), catcher's mitt is optional.
- 8.9. Play closed bases.
- 8.10. No balks called.
- 8.11. Squeeze play, as defined in the rules section, is NOT ALLOWED.
- 8.12. Safety squeeze play is ALLOWED.
- 8.13. Stealing home, as defined in the rules section, is NOT ALLOWED.
- 8.14. Advancing to home between pitches and during the other situations called out in the rules section is ALLOWED.
- 8.15. If in the umpire's judgment, based on the perceived intent of the runner, the offensive team violated the rules related to squeezes and stealing home, the 3rd

base coach will be ejected.

9. Baseball 12U Rules

Game Time	Innings	Base Distance	Pitch Distance	Run Limit	Pitch Limit
1:35	6	70 ft	50 ft	Open	85

- 9.1. No new inning to start after 1 hour & 35 minutes.
- 9.2. Teams must have at least 8 players to play; if missing the 9th player, it will count as an out when that spot comes up to bat. Players arriving late can be added to the bottom of the order (notify umpire)
- 9.3. If a team starts with more than 9 batters and loses a player an out will not be recorded unless the team drops below 9 players or if the player was ejected.
- 9.4. Squeeze plays, as defined in the rules section, are NOT ALLOWED.
- 9.5. Safety squeeze plays are ALLOWED.
- 9.6. Stealing home, as defined in the rules section, is NOT ALLOWED.
- 9.7. Advancing to home between pitches and during the other situations called out in the rules section is ALLOWED.
- 9.8. If in the umpire's judgment, based on the perceived intent of the runner, the offensive team violated the rules related to squeezes and stealing home, the 3rd base coach will be ejected.
- 9.9. No slashing if a batter squares to bunt and then swings at the pitch (slashing), with or without runners on base, the batter is out, the runners go back to their bases, and the third-base coach is given a warning. On the second offense, the batter is out, the runners go back to their bases, and the third-base coach is ejected.
- 9.10. A pitcher must be removed from the mound after hitting 3 batters in a single game.
- 9.11. Balks will be called – no warnings.
- 9.12. Pinch runners are allowed anytime for the pitcher or catcher of record or for a player injured during an at bat or while running. The last out will be the replacement runner. It does not have to be the last batted out, just the last out. In the event there have been no outs yet recorded in the game there can be no substitute runner until there is an out recorded.
- 9.13. Any player that is unable to take their official at bat will be out for the remainder of the game. No out will be recorded unless the team falls below 9 players or if the player was ejected.

- 9.14. If players are used as base coaches, they must wear batting helmets
- 9.15. Catchers must be in full gear (catchers' helmet with mask or mask with hard skull cap, chest protector, shin guards & cup), catcher's mitt is required.

10. Baseball 14U Rules

Game Time	Innings	Base Distance	Pitch Distance	Run Limit	Pitch Limit
1:45	7	80 ft	54 ft	Open	95

- 10.1. No new inning to start after 1 hour & 45 minutes.
- 10.2. Teams must have at least 8 players to play; if missing the 9th player, it will count as an out when that spot comes up to bat. Players arriving late can be added to the bottom of the order (notify umpire)
- 10.3. If a team starts with more than 9 batters and loses a player an out will not be recorded unless the team drops below 9 players or if the player was ejected.
- 10.4. Squeeze plays, as defined in the rules section, are NOT ALLOWED.
- 10.5. Safety squeeze plays are ALLOWED.
- 10.6. Stealing home, as defined in the rules section, is NOT ALLOWED.
- 10.7. Advancing to home between pitches and during the other situations called out in the rules section is ALLOWED.
- 10.8. If in the umpire's judgment, based on the perceived intent of the runner, the offensive team violated the rules related to squeezes and stealing home, the 3rd base coach will be ejected.
- 10.9. No slashing if a batter squares to bunt and then swings at the pitch (slashing), with or without runners on base, the batter is out, the runners go back to their bases, and the third-base coach is given a warning. On the second offense, the batter is out, the runners go back to their bases, and the third-base coach is ejected.
- 10.10. A pitcher must be removed from the mound after hitting 3 batters in a single game.
- 10.11. Balks will be called – no warnings.
- 10.12. Pinch runners are allowed anytime for the pitcher or catcher of record or for a player injured during an at bat or while running. The last out will be the replacement runner. It does not have to be the last batted out, just the last out. In the event there have been no outs yet recorded in the game there can be no substitute runner until there is an out recorded.

- 10.13. Any player that is unable to take their official at bat will be out for the remainder of the game. No out will be recorded unless the team falls below 9 players or if the player was ejected.
- 10.14. If players are used as base coaches, they must wear batting helmets
- 10.15. Catchers must be in full gear (catchers' helmet with mask or mask with hard skull cap, chest protector, shin guards & cup), catcher's mitt is required.