
*EAA CODE OF CONDUCT
(COACHES)*

Coaches shall remain unconditionally supportive of the Organization's commitment to the ideals of good sportsmanship, team play, honesty, loyalty, courage and respect for authority. Likewise, coaches shall remain sensitive to the mental and physical well-being of the players on his/her team. In order to adhere to these doctrines the coaches agree as follows:

- Coaches will be positive role models.
- Coaches will display and instill in their players the principals of good sportsmanship and team play.
- Coaches will conduct themselves in a manner that best serves the interests of the players.
- Coaches will do their best to provide the players a positive experience.
- Coaches will ensure that winning and/or losing teams do so in a manner, which exhibits respect and good sportsmanship.
- Coaches will treat all players, parents, spectators and league officials with respect.
- Coaches will provide instruction in a manner that is constructive and supportive.
- Coaches will not ridicule or demean.
- Coaches will not tolerate behavior that endangers the health or well-being of a child.
- Coaches will comply with the decisions of league officials and observe all rules, policy and procedure as established or endorsed by the EAA.
- Coaches will teach the sport to the best of their ability.
- Coaches will be drug and alcohol free while at any EAA athletic event.
- Coaches will not use any tobacco products in the dugout or on the playing field.

Coaches acknowledge the need to demonstrate fundamental proficiencies with respect to the sport and first aid. Consequently, all coaches agree to attend, any skill sessions that may be required by the EAA.

	ELKHORN BASEBALL ASSOCIATION (6U LEAGUE)
League Rules	<p align="center">(6U) Coach Pitch Rules</p> <p><u>GAME PLAY:</u></p> <ul style="list-style-type: none"> • Games will be 3 Innings or one (1) hour. No new inning will be started after 45 minutes • Each inning, bat 6 players. • Base path distance - 55' <p><u>BATTING:</u></p> <ul style="list-style-type: none"> • All players will bat in order throughout the game. Each inning, bat 6 players, and maintain the batting order rotation throughout the game to provide similar number of at bats for each player. (By doing this we will be able to keep the game pace moving and may be able to complete more than 3 innings while avoiding long stretches of kids in the field with little activity. In addition, players will get roughly the same amount of at bats and different kids will get to lead off each different innings throughout the game -. Example; if you have 12 player roster, 1st inning 1-6 bats, 2nd inning 7, 8, 19, 10, 11, 12 , 3rd inning 1-6 bat and so on). (We encourage you to change batting order every game). After June 1, can start changing innings after 3 outs (mutual agreement by head coaches before game). • Each player must wear a helmet with face guard when hitting or running the bases. • Bunting is not allowed. • No base stealing. • Runner may not leave a base until the ball has been hit. • All batted balls must go at least (10') to be considered playable. A ball that does not go at least (10') is considered a foul ball. (If a player is struggling to hit, be flexible here). • Do not be strict on foul balls. (i.e. – a kid is struggling to hit, but on his 4th chance hits a nice one just outside the 3rd base line...Let him play it out.) • Base runners may advance only one base on an overthrow. Once a hit ball is thrown in from the outfield and makes it to the diamond (inside the bases), a player can advance only one base to which he was already heading, but does so at his own peril. As an example, if a player is running from second to third and the ball is thrown in from the outfield to the third baseman and it gets past the third baseman and rolls toward the dugout, the player who is headed to third must stop at third and cannot go

home. If that same player was already at third when the ball reached the diamond, and had made the turn toward home, he may advance home and score but does so at his own peril.

PITCHING & FIELDING:

- Pitching distance – 34' – coaches may move closer if needed by batter.
- Players will play the designated positions in the infield, and teams may place up to 4 players in the outfield (it is recommended that extra players not playing defense when team is in the field participate in a bullpen with assistant coach or parent volunteer – this will maintain order in the field, and further demonstrate the need to stay in positions, while allowing other players to remain active).
- Coaches pitch from one knee to give batter better angle of seeing pitches.
- Coach will pitch until the player has seen 6 “decent” pitches. If player does not hit within the 6 pitches, player will hit off the tee or **soft toss** (preferred).
- There will be no bases on balls or strike outs.
- If player is clearly out, we will have the player sit down. This is to teach them to hustle running the bases, and that if you are out, you don't get to keep running the bases. Do not clear bases if three outs occur. Bat the 6 players per inning.
- Catchers (not required at this age) – If you have a catcher, have a coach off the pitching (or hitting) team back up the catcher. They should wear at minimum a catchers mask a chest protector. The catcher is not to chase each ball he misses. Let the coach gather the balls. The catcher can only throw back the ones he catches. (This will maintain pace of the game and avoid delay of catcher constantly chasing basEAAIs).

	ELKHORN BASEBALL ASSOCIATION (7U LEAGUE)
League Rules	<p align="center">(7U) Kid/Coach Pitch Rules</p> <p><u>GAME PLAY:</u></p> <ul style="list-style-type: none"> • Games will last up to six (6) innings. Game time will last 1 hour, 30 minutes. No new inning will be started after one (1) hour and fifteen (15) minutes. • Kid pitch first 2 innings of game, then coaches pitch remainder of game to speed up game. Coaches will pitch to their own kids. • Score will be kept for games. • 5 runs maximum per half inning. • Wins and losses will be tracked for proper seeding for the end of season tournament. <p><u>BATTING:</u></p> <ul style="list-style-type: none"> • All players will bat in order throughout the game. We encourage you to change batting order every game. • A team will bat until it has made three (3) outs, or 5 runs are scored in that inning, whichever comes first. • Bunting is not allowed. • Each player must wear a helmet with face guard when hitting or running the bases. • <p><u>Base Running:</u></p> <ul style="list-style-type: none"> • No base stealing. • Base runners may not leave a base until the ball has been hit. • Base runners may advance one base on an overthrow. • When the ball is in possession of a player anywhere in the infield (breaking the plane of the base path), the play is dead and runners cannot move past the base they are heading to, unless another throw is made attempting to make a play on the runner. • Base path distance - 55'

	<p><u>PITCHING & FIELDING:</u></p> <ul style="list-style-type: none"> • Pitching distance – 34’. • Players will play the designated positions in the infield, and teams may place up to 4 players in the outfield. • Kid pitch first 2 innings of game, then coaches pitch remainder of game to speed up game. Coaches will pitch to their own kids. • All pitches will be thrown overhand and will pitch from the pitching rubber. • No pitcher will be called for a balk. • A pitcher can pitch for no more than two (2) innings in a game. A pitcher can pitch no more than four (4) innings in a week. • Once a player has pitched he may not re-enter the game and pitch again. • If a pitcher hits a batter with a pitch, the batter will take first base unless bases are loaded. If bases are loaded then coach will pitch with the batter having 3 umpire called strikes (swinging or looking) per above rule. No walks will be issued when coach is pitching. • The pitcher remains in a fielding position while the coach is pitching. <p><u>COACHES/ UMPIRES:</u></p> <ul style="list-style-type: none"> • Batting team coaches will be positioned in 1st and 3rd base coaching positions and behind the pitcher to assist when coach pitching is required. • Fielding team coach can be positioned behind home plate to assist the pitchers and catchers with pass balls and to coach defensive players. • Umpires will call balls, strikes & outs. • Walks will be permitted until bases are loaded. Once bases are loaded and a batter is walked, a coach from the hitting team will come in to pitch to that batter instead of them taking the walk. Players will have 3 umpire called strikes from coach before being called out. No walks will be issued when coach is pitching. Coaches are to pitch from the rubber (same distance as pitcher) and throw overhand (either kneeling down on the mound or standing) at a similar speed of the pitchers (trying to avoid lob balls).
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	ELKHORN BASEBALL ASSOCIATION (8U LEAGUE)
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League Rules	<p style="text-align: center;">8U Kid / Coach Pitch Rules</p> <p><u>GAME PLAY:</u></p> <ul style="list-style-type: none"> • Games will last up to six (6) innings. Game time will last 1 hour, 30 minutes. No new inning will be started after one (1) hour and fifteen (15) minutes. • Kid pitch all season. • Score will be kept for games. • 5 runs maximum per half inning. • Wins and losses will be tracked for proper seeding for the end of season tournament. <p><u>PITCHING:</u></p> <ul style="list-style-type: none"> • Pitching distance – 40’ • All pitches will be thrown overhand and will pitch from the pitching rubber. • No pitcher will be called for a balk. • A pitcher can pitch for no more than two (2) innings in a game. A pitcher can pitch no more than four (4) innings in a week. • Once a player has pitched he may not re-enter the game and pitch again. • If a pitcher hits a batter with a pitch, the batter will take first base unless bases are loaded. If bases are loaded then coach will pitch with the batter having 3 umpire called strikes (swinging or looking) per above rule. No walks will be issued when coach is pitching. <p><u>BATTING:</u></p> <ul style="list-style-type: none"> • All players will bat in order throughout the game. We encourage you to change batting order every game. • A team will bat until it has made three (3) outs, or 5 runs are scored in that inning, whichever comes first. • Bunting is not allowed. <p><u>FIELDING:</u></p> <ul style="list-style-type: none"> • Ten (10) players will be allowed in the field per inning with four (4) outfielders. • Players may re-enter the game at any position, any time. <p><u>BASE RUNNING:</u></p> <ul style="list-style-type: none"> • Base path distance - 60’. • Base stealing is not allowed.
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- Runner may not leave a base until the ball has been hit.
- Base runners may advance one base on an overthrow.
- When the ball is in possession of a player anywhere in the infield (breaking the plane of the base path), the play is dead and runners cannot move past the base they are heading to, unless another throw is made attempting to make a play on the runner.

COACHES/ UMPIRES:

- Batting team coaches will be positioned in 1st and 3rd base coaching positions and behind the pitcher to assist when coach pitching is required.
- Fielding team coach can be positioned behind home plate to assist the pitchers and catchers with pass balls and to coach defensive players.
- Umpires will call balls, strikes & outs.
- Walks will be permitted until bases are loaded. Once bases are loaded and a batter is walked, a coach from the hitting team will come in to pitch to that batter instead of them taking the walk. Players will have 3 umpire called strikes from coach before being called out. No walks will be issued when coach is pitching. Coaches are to pitch from the rubber (same distance as pitcher) and throw overhand (either kneeling down on the mound or standing) at a similar speed of the pitchers (trying to avoid lob balls).

	ELKHORN BASEBALL ASSOCIATION (9 & 10U LEAGUE)
League Rules	<p>9-10 Year Old Rules</p> <p><u>GAME PLAY:</u></p> <p>Games shall be <u>6 innings</u>. Extra innings shall be played in case of tied games; however, games tied after 6 innings may be called a tie in case of darkness or bad weather. An official game is four innings (3 ½ if home team is ahead) in case of bad weather. No inning shall start after the one hour and fifty minute time limit. <u>(1:50 time limit)</u> Injury and/or equipment failure does not extend these time limits.</p> <p>Mercy Rule- 15 runs after 3 innings or 10 runs after 4 innings</p> <p><u>65 feet</u> between bases / <u>46 feet</u> between the home plate and the pitching rubber.</p> <p><u>BATTING:</u></p> <p>Each player on hand shall be in the batting order, however 3 outs ends the inning.</p> <p>Each player must wear a helmet with face guard when hitting / running the bases.</p> <p>There will be a 5 run rule per inning.</p> <p>If a batter throws the bat, he shall receive a warning the first time. The batter shall be called automatically out if the same batter throws the bat in subsequent at bats during the game.</p> <p>Batters may <u>not advance</u> on a <u>dropped third strike</u>.</p> <p><u>Infield fly rule</u> is in effect with runners on 1st & 2nd with less than two outs.</p> <p>No bunting when 3rd base is occupied.</p> <p><u>DEFENSE:</u></p> <p>Only <u>nine players</u> shall play in the field defensively. Unlimited defensive substitutions are allowed except for the pitchers. A player removed from the pitcher's position may not reenter the game to pitch again.</p> <p>No player shall be held out of a game defensively for 3 consecutive innings except for injury or discipline. Each player shall play a minimum of 3 innings</p>

per game except for injury or discipline unless game is shortened by time limit.

Catchers are required to protective cup, mask, chest protector and shin guards.

PITCHING:

Pitchers may not pitch more than 3 innings per day or 8 innings (3) consecutive days. Pitchers may not pitch for 24 hours after pitching 3 innings a day. EAA recommends limiting pitch count to 50 pitches per game.

There are no penalties for balks and no intentional walks allowed under any circumstances.

BASE RUNNING:

Runners shall not lead-off but may advance at their own risk (steal) once a pitched ball crosses home plate. If runner leaves base prior to ball crossing the plate the following rules will apply:

- 1) If runner advances safely, the umpire shall call TIME and the runner shall return to base they were on prior to pitch.
- 2) If the runner is called out, the call will stand and the runner is out.
- 3) If the ball is hit, the defensive team shall have the option of the result of the play or no pitch.

Runners cannot advance bases on overthrows from Catcher back to the Pitcher.

- Base runners may advance one base on an overthrow.
- When the ball is in possession of a player anywhere in the infield (breaking the plane of the base path), the play is dead and runners cannot move past the base they are heading to, unless another throw is made attempting to make a play on the runner.

Runners can only steal one base at a time. Runner cannot steal from 1st to 3rd, even on a passed ball. A runner stealing a base can take another base if the catcher attempts to throw out the stealing runner.

Base runners shall not yell wave arms, clap, jump up and down or otherwise attempt to distract the pitcher – runner shall be called out.

Runners must slide to avoid collisions with defensive players when a tag play is evident. NO EXCEPTIONS. Runners initiating an intentional collision or not making an effort to avoid a collision will be called out and may be ejected from the game. Our goal is to avoid injury.

	<p>HOME PLATE MAY NOT BE STOLEN ON THE PITCH, <u>even if there is a passed ball or wild pitch</u>. If the catcher attempts to throw out a stealing base runner on another base, or throws back to third base, the runner can attempt to steal home. If runners are on 1st & 3rd and catcher throws to second, the runner on 3rd can be sent home.</p>
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	ELKHORN BASEBALL ASSOCIATION (11 & 12U LEAGUE)
League Rules	<p align="center">11/12 Year Old Rules</p> <p><u>GAME PLAY:</u></p> <p>Games shall be <u>6 innings</u>. Extra inning can be played in tied games. However games tied after 7 innings may be called a tie in case of darkness or bad weather. An official game is four innings (3 ½ if home team is ahead) in case of bad weather.</p> <p>No inning shall start after the one hour and fifty minute time limit. (1:50 time limit). No inning shall start after 9:30PM on a night preceding a school day. If the game is tied, that is the final score.</p> <p>Injury and/or equipment failure does not extend these time limits.</p> <p>7 run limit per inning.</p> <p>Mercy Rule- 15 runs after 4 innings or 10 runs after 5 innings.</p> <p><u>70 feet</u> between bases</p> <p><u>50 feet</u> between the home plate and the pitching rubber</p> <p>Metal cleats WILL NOT be worn.</p> <p><u>DEFENSE:</u></p> <p>Only <u>nine players</u> shall play in the field defensively.</p> <p>Unlimited defensive substitutions are allowed except for the pitchers. A player removed from the pitcher's position may not reenter the game to pitch again.</p> <p>No player shall be held out of a game defensively for 3 consecutive innings except for injury or discipline.</p> <p>Each player shall play a minimum of 3 innings per game except for injury or discipline.</p> <p><u>PITCHING:</u></p>

Pitchers may not pitch more than 4 innings per day or 8 innings per (3) consecutive days. EAA recommends limiting pitch count to 75 pitches per game.

Balk rules will be enforced.

BASE RUNNING:

Runners may lead-off and advance at their own risk (steal). HOME PLATE is open.

Runners can advance bases on overthrows from the Catcher back to the Pitcher.

Runners can advance at their own peril on an over thrown ball that remains in field of play. Base runners can advance one base on an overthrow that goes out of play.

Runners must slide to avoid collisions with defensive players when a tag play is evident. NO EXCEPTIONS. Runners initiating an intentional collision or not making an effort to avoid a collision will be called out and may be ejected from the game. Our goal is to avoid injury.

BATTING:

Each player on hand shall be in the batting order, however 3 outs ends the inning.

Each player must wear a helmet with face guard when hitting or running the bases.

Batters must keep one foot in the batter's box between pitches in order to increase the pace of the game.

Batters MAY advance to 1st base on a dropped third strike with less than two outs and first base is unoccupied, or if two outs regardless of the base being occupied.

	<p>Bunting is allowed.</p> <p>Base runners shall not yell wave arms, clap, jump up and down or otherwise attempt to distract the pitcher – runner shall be called out.</p> <p><u>Infield fly rule</u> is in effect with runners on 1st & 2nd with less than two outs.</p> <p>USSSA Bat rules will <u>not be enforced</u> in slugger league play</p>
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	ELKHORN BASEBALL ASSOCIATION (13-14U LEAGUE)
League Rules	<p align="center">13/14 Year Old Rules</p> <p><u>GAME PLAY:</u></p> <p>Games shall be 7 innings. Extra inning can be played in tied games. However games tied after 7 innings may be called a tie in case of darkness or bad weather.</p> <p>No inning shall start after the one hour and fifty minute time limit. (1:50 time limit)</p> <p>No inning shall start after 10PM on a night preceding a school day. If the game is tied, that is the final score. Injury and/or equipment failure does not extend these time limits.</p> <p>Mercy Rule- USSSA rules 7.03.B which states 12 runs after 4 and 8 after 6</p> <p>80 feet between bases</p> <p>54 feet between the home plate and the pitching rubber</p> <p>Metal cleats are allowed to be worn.</p> <p><u>BATTING:</u></p> <p>Each player on hand shall be in the batting order, however 3 outs ends the inning.</p> <p>Each player must wear a helmet with face guard when hitting or running the bases.</p> <p>Batters must keep one foot in the batter's box between pitches in order to increase the pace of the game.</p> <p><u>PITCHING:</u></p> <p>reference Section 7.05 of the USSSA rules</p> <p><u>DEFENSE:</u></p> <p>Only nine players shall play in the field defensively.</p>

	<p>Unlimited defensive substitutions are allowed except for the pitchers. A player removed from the pitcher's position may not reenter the game to pitch again.</p> <p>No player shall be held out of a game defensively for 3 consecutive innings except for injury or discipline.</p> <p>Each player shall play a minimum of 3 innings per game except for injury or discipline</p> <p><u>http://www.usssabasEAAll.org/images/Rule_Book_11_24_15.pdf</u></p>
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