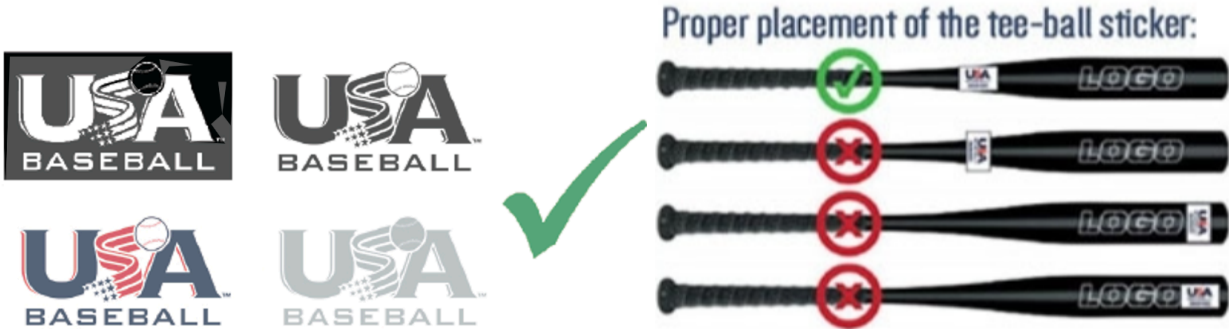
Ebensburg Youth League
6u (T-ball) Rules & Regulations
Revised February 2026

1. **General Rules**
    a. The Head Coach is responsible for adhering to the rules and regulations and enforcing them with assistant coaches. The Head Coach is the main point of contact for all resolutions.
    b. The Head Coach is responsible to see that the allotted number of games are played. This includes communicating with league officials to schedule make-up games.
    c. The spirit of 6u t-ball is to create a love for the game and to teach basic fundamentals so children want to play again next year and for years to come. Teach as many fundamentals as you feel comfortable. Try to focus on skills to prepare them for future levels.These include, but are not limited to: proper throwing, catching, batting stance/swing, baserunning, and basic defense.
    d. The team designated as “Home” is responsible for setting up the fields prior to the start and/or putting bases away at the completion of each game.
    e. All players must be properly equipped to play. All bats must be USA stamped just below the barrel of the bat (see below), hitters and base runners must wear helmets, and players must wear gloves in the field. Spikes are not required. Traditionally, the league supplies jerseys and hats, while the players wear their own gray baseball pants.



2. **Game Play**
    a. Each game will have a 45 minute time-limit. The “home” team may take their last at bats after 45 minutes, regardless of the number of innings played.
        i. Innings 1 and 2: teams must use the tee, placed on home plate.
        ii. Innings 3 and beyond: coaches discretion.
            1. We encourage your team to try coach pitch for at least one inning.
            2. If using coach-pitch, there will be a maximum of 4 pitches to each batter before using the tee again. Please ensure your coach(es) are capable of this during your practice time. For the sake of time and everyone getting multiple reps, avoid giving “just one more” pitch to the kids.
    b. There is no official scoring. Winners and losers will not be declared.

c. Offense
- **i.** All players will hit one time in each inning. The batting order can change each inning. For the best experience, each kid should hit first and last in the order throughout the season.
- **ii.** In the first inning 2 innings, each player takes one base per hit, and the last batter will hit a “home run”. Everyone is “safe”
- **iii.** Foul balls are not playable.

d. Defense
- **i.** All players play the field and cannot be scheduled to be in the dugout.
- **ii.** Players should be placed in the best possible positions to teach them fundamentals of baseball.
- **iii.** Every child must play at least three positions per game. Please rotate players throughout the games/season to give the optimal experience. Coaches should use their best discretion regarding safety of less experienced players .
- **iv.** In the 3rd inning and beyond, the defense can make “outs”and the players will be returned to the dugout. There is no “3 out” rule. Get as many outs as you can!

3. Inclement Weather

a. For games played at Lake or Lions Field, the Managers will decide if the field is playable. The managers may contact the league Vice President or President if they would like a formal ruling. The Ebensburg Borough Recreation Director may make the decisions for games played at the Memorial Complex (McDonald’s Field)

b. The Managers MUST coordinate the “Scheduling” Board Member about the times and dates for rainout make-ups. The next available opening will be used.

c. Players are expected to arrive for all games unless told by the coach in advance of a cancellation.

d. After 1 complete inning (meaning every child has had a chance to hit once), the game is “official” and will not be rescheduled if weather forces play to cease.

e. Lightning - If lightning is observed, players will shelter indoors or in a vehicle until it is deemed safe to replay. Play may resume no less than 15 minutes after lightning is observed. The clock resets with each observance of lightning.

f. Air Quality Index (AQI). If the AQI is raised to “Very Unhealthy” (Purple) before the start of a game, the game will be postponed and rescheduled to the next available date.

Ebensburg Youth League
8u (Coach-Pitch) Rules & Regulations
Revised February 2026

1. **General Rules**
    - **a.** The spirit of 8u coach-pitch is to continue to build upon skills learned at the t-ball level to create a functional baseball game. While the focus is still on fundamentals and enjoying the experience, at 8u we introduce elements of competitive baseball to help prepare their future journey.

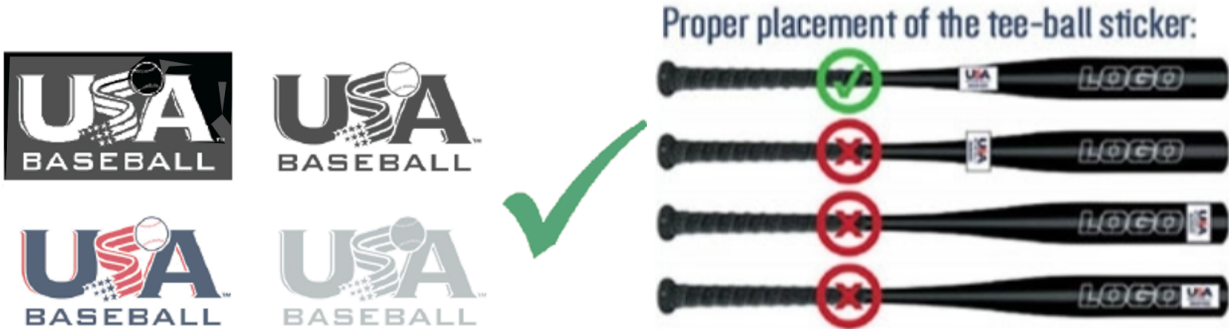
    - **b.** The 8u coaches will select a “Commissioner” who will be responsible for coordinating with the Board of Directors, setting disputes/protests, and handling standings, etc.

    - **c.** The team designated as “Home” is responsible for setting up the fields prior to the start and/or putting bases away at the completion of each game.

    - **d.** All players must be properly equipped to play. All bats must be USA stamped just below the barrel of the bat (see below), hitters and base runners must wear helmets, and players must wear gloves in the field. Spikes are required. Traditionally, the league supplies jerseys and hats, while the players wear their own gray baseball pants.

    - **e.** All bats will be checked by the umpire prior to the start of each game.

    - **f.** Unsportsmanlike behavior will not be tolerated. This includes, but is not limited to: abusive language, arguing with officials/fans/coaches/players, damage to league equipment or facilities, etc. Penalties for violations could range from warnings to removal from the premises, with EYL officials enabled to take further action, which could include: warnings, forfeits, expulsions, etc.



2. **Managers/Coaches**
    a. The Head Coach is responsible for adhering to the rules and regulations and enforcing them with assistant coaches. The Head Coach is the main point of contact for all resolutions.

    b. The Head Coach is responsible to see that the allotted number of games are played. This includes communicating with league officials to schedule make-up games.

    c. Managers and coaches will foster an environment of good sportsmanship and competition. All coaches agreed to the Code of Conduct prior to starting practices and are subject to EYL penalties for violations.

    d. While the "Home" team is responsible for field preparation, the expectation is that both teams will assist with field preparation and post-game cleanup.

    e. Each team may have one (1) ***Manager*** who chooses up to three (3) ***Assistant Coaches***, and one (1) **Scorekeeper**.

    f. The Manager is the point of contact for umpires and league officials. They are responsible for the behavior of the coaches and players. In the event of unruly fans, the head coach will cooperate with the umpire and league officials to resolve the situation.

3. **Game Play**
    a. Unless otherwise noted here or in the EYL By-Laws, the official rules for Little League International will be used.

    b. Home-plate meeting with the umpire and managers will be at least five (5) minutes prior to the game start. Here, coaches will exchange lineups and discuss ground rules.

    c. Regulation game: Games will be six (6) innings or 1-hour and 45-minutes in length, with the home team given the chance to finish the inning if losing or tied. There can be ties based on time, darkness, or weather.
        i. Umpires and managers will announce the "last inning" if time becomes a factor.
        ii. An official game is 3½ (home team winning) or four (4) complete innings.
        iii. Games that are suspended before one (1) complete inning will be made up from the beginning.
        iv. Games that are suspended after one (1) inning and not official will be started at the exact point of suspension. This includes score, inning, baserunners, etc.

    d. Only the designated coaches are permitted in the dugout (they have clearances on file).

    e. All equipment, with the exception of the on-deck batter, must be kept in the dugout or out-of-play.

f. The "Infield Fly" Rule will NOT be enforced.

g. Each team is responsible for keeping score, and must collaborate at the end of each inning to ensure accuracy.

h. Managers may appeal plays where bases are missed or they believe a player did not tag properly. The manager must make this decision before the coach throws the next pitch. Players do not have to throw to the base. The umpire will make the decision based on the appeal presented by the manager.

i. Official statistics will NOT be tracked. Records and playoff standings will be tracked.

j. Mercy Rule. A game is complete when the run differential is…
- **i.** 15+ runs after 3.5 (home team winning) or 4 complete innings
- **ii.** 11+ runs after 4.5 (home team winning) or 5 complete innings
- **iii.** Teams facing mercy rule can score more than 7 runs in one inning. They may score enough to keep the game alive.
  1. Example. The visiting team leads by 21 runs in the 5th inning. The home team can score 11 runs to avoid the Mercy Rule.

k. Each team must have at least eight (8) players present before the start of each game.
- **i.** Players arriving late to the game will be placed at the end of the batting order.
- **ii.** The chart shows how to address missing players before or during a game.

Players to Start	Initial Lineup	Player leaves mid-game	Current lineup
8 players	Auto out in 9th spot	7 remain	Auto outs in empty spots
9 players	Bat 9: *must try to contact a call-up to make 10*	8 remain	Auto out in empty spot
10 players	Bat 10 (preferred)	9 remain	Skip empty spot without penalty
11 players	Bat 11: Call-up not in the field	10 remain	Skip empty spot: (call-up must play the field)

l. General Offense
- **i.** Once the game begins, the batting order cannot be altered.

- **ii.** A team can score a maximum of seven (7) runs per inning, with the exceptions of
  1. the declared last inning. teams can score seven (7) or as many more runs as necessary to tie the game.
  2. Teams facing the mercy rule. They can score as many runs as necessary to keep the game alive. See rule 3.j.

iii. Bunting is prohibited. If the umpire considers the swing illegal (not a full swing), the manager of the team on defense will decide to either keep the result of the play or have a strike called on the batter.

iv. An arc will be placed in front of home plate as a “dead zone”. Hit balls ending in this zone will be considered “foul”.

v. Hitters get a maximum of seven (7) pitches or five (5) strikes. The at bat ends when…
   1. The hitter does not swing at the 7th pitch.
   2. The hitter hits a fair ball
   3. The hitter swings and misses at the “5th” strike.
      a. An at bat cannot end with a foul ball.

vi. Throwing the bat. Players who throw the bat after a hit will receive one warning before being called out for subsequent offenses. A dead ball will be called and all runners will return to their previous bases, unless the manager elects to keep the result of the play.

vii. Stealing and lead offs are not permitted. Players may come off of the base once the batter swings. When a player is caught leaving early, the umpire* will allow play to continue. Then the manager will be given the choice to..
   1. Take the result of the play
   2. Have the runner declared out and all players return to their base. A pitch will not count toward the batter.
      **note: in situations where no ball is put in play, the umpire may give one team warning before applying the dead ball principles.*

viii. Helmets must be worn at all times on the field of play while on offense. Players will be called out immediately if the helmet is INTENTIONALLY removed while running bases.

ix. Coaches must be placed at 1st base and 3rd base each inning - no players.

m. General Defense
   i. Alignment
      1. Teams must field players at: P, 1B, 2B, SS, 3B, and three OF.
      2. If there are 9 players, the coaches can agree on whether a team uses four (4) OF with no catcher or a catcher and three (3) OF
      3. Teams can have 10 players on defense, with the 10th player being the 4th outfielder.
      4. Coaches may freely change positions at any time.
      5. Each player must play in at least two (2) positions for two (2) consecutive innings per game

ii. Players should be placed in the best possible positions to teach them fundamentals of baseball.

iii. Every child must play at least two (2) positions per game. Please rotate players throughout the games/season to give the optimal experience. Coaches should use their best discretion regarding safety of less experienced players.

iv. Obstruction will be enforced. Coaches, please teach your players to move out of the base paths during live action.

v. All coaches may be on the field for defense, but may not interfere with play.

n. Pitcher

i. From the time the ball is thrown until the swing, the pitcher must be positioned…
   1. with at least one foot inside the circle AND
   2. even or behind the pitching rubber from the pitch until the swing

ii. Protective masks will be provided, but will be worn at the discretion of the coach, player, and/or parent. EYL recommends wearing the mask for two reasons: player safety and all-star rules frequently require masks.

o. Catcher

i. The defensive team must field a catcher if there are 10 players available.

ii. The catcher must either…
   1. Wear full catchers' gear (parent must supply athletic protector) and crouch behind home plate (preferred), or
   2. Wear a helmet/mask and catchers' glove and stand behind the hitter by the backstop

iii. For the sake of time, the inning may start without the catcher while the player is getting dressed in the gear.

p. Dead Ball - Runners in Progress

i. The play stops once the pitcher has touched the ball with at least one foot inside the circle.
   1. If the runner's lead foot is on the ground beyond the halfway marker, then the runner will be awarded the next base.
   2. If the runner's lead foot is not on the ground beyond the halfway marker, then the runner will return to the previous base.
   3. The defense must be set before the next pitch can be thrown.

q. Live Injury: If an injury occurs while the ball is in play, the ball is dead. The runners will be awarded the next base.

r. Errors and Overthrows

i. Hit balls are considered “all you can get” if they are hit to gaps, down lines, or over outfielders heads.

ii. If a defensive player makes an error on a hit ball or misplays a catch or throw, only one additional base may be taken. This is from anywhere in the field.

1. If the defense attempts to make a play on a runner after an overthrow without attempting to get the ball back to the pitcher, the runners may continue advancing.
2. ***Coaches must stress throwing the ball back to the pitcher.***

4. Inclement Weather

a. For games played at CCES, Lake, or Lions Field, the Managers will decide if the field is playable. The managers may contact the league Vice President or President if they would like a formal ruling. The Ebensburg Borough Recreation Director may make the decisions for games played at the Memorial Complex (McDonald’s Field). Once the game begins, the umpire makes the decision (in collaboration with the coaches)

b. The Managers MUST coordinate the “Scheduling” Board Member about the times and dates for rainout make-ups. The next available opening will be used.

c. Players are expected to arrive for all games unless told by the coach in advance of a cancellation.

d. Lightning - If lightning is observed, players will shelter indoors or in a vehicle until it is deemed safe to replay. Play may resume no less than 15 minutes after lightning is observed. The clock resets with each observance of lightning.

e. Air Quality Index (AQI). If the AQI is raised to “Very Unhealthy” (Purple) before the start of a game, the game will be postponed and rescheduled to the next available date.

5. Call-Up Players

a. Call-up players:

i. Must be 6 years old by April 30th of the current year
ii. Must be a registered EYL player
iii. Must be on an approved list of call-up players approved by the league.
iv. Must be placed last in the batting order
v. May play anywhere in the field (must get parental consent for C, P, and 1B)
vi. Cannot play the field if they are the 11th player (not recommended to use). If a call-up is used as the 11th player, the player must be in the batting order

6. **Playoffs -** there will be a playoff for 8u that guarantees all teams at least two additional games at the end of the regular season. The format will be decided by the coaches and Executive Committee, but will be based on…
    a. Regular season record
    b. Availability of fields and officials
    c. Past precedent

7. **Tournament teams -** there is a separate document that spells out the process for determining who will represent EYL in the All-Star season.

8. **General Concerns**
    a. Youth baseball is an imperfect science, and even with rules and collaboration there may still be issues that are unsettling. As a result..
        i. Protests will be handled immediately and collaboratively by the Managers and the Umpire. If there is no resolution, then a final decision will be made by..
        ii. A present, non-coaching, board member, or
        iii. A non-coaching EYL board member
        iv. Defer to original decision.

    b. In all cases, the EYL Board of Directors reserves the right to make decisions, consistent or with exception to its league rules and by-laws, for the betterment of its players, teams, coaches, and integrity of the game.

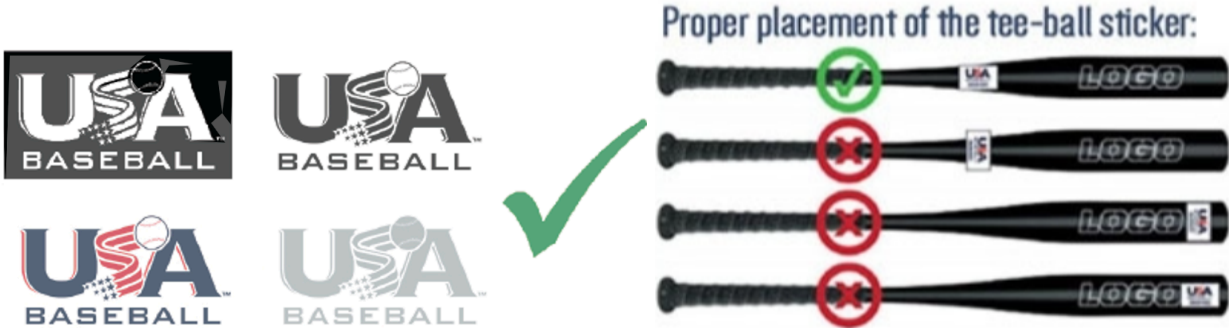
Ebensburg Youth League
10u (Minor) Rules & Regulations
Revised March 2026

1. **General Rules**
    - **a.** The spirit of 10u Minor is to fully prepare the player for little league and beyond. 10u is highly developmental, as new concepts and strategies are introduced at this level, especially on the pitchers' mound.

    - **b.** The 10u coaches will select a "Commissioner" who will be responsible for coordinating with the Board of Directors, setting disputes/protests, and handling standings, etc.

    - **c.** All players must be properly equipped to play.
        - **i.** All bats must be USA stamped just below the barrel of the bat (see below)
            1. Bats will be checked by the umpires before each game.
        - **ii.** Hitters and runners must wear helmets at all times on the field of play.
        - **iii.** Players must have a glove, spikes, tucked in jersey, team hat, socks, and gray pants. (jerseys and hats will be provided by the league)
        - **iv.** Wood and laminated bats are legal, but not recommended.
        - **v.** The maximum bat diameter is 2⅝ inches.

    - **d.** Unsportsmanlike behavior will not be tolerated. This includes, but is not limited to: abusive language, arguing with officials/fans/coaches/players, damage to league equipment or facilities, etc. Penalties for violations could range from warnings to removal from the premises, with EYL officials enabled to take further action, which could include warnings, forfeits, expulsions, etc.



2. **Managers/Coaches**
    - **a.** The Head Coach is responsible for adhering to the rules and regulations and enforcing them with assistant coaches. The Head Coach is the main point of contact for all resolutions.

b. The Head Coach is responsible to see that the allotted number of games are played. This includes communicating with league officials to schedule make-up games.

c. Managers and coaches will foster an environment of good sportsmanship and competition. All coaches agreed to the Code of Conduct prior to starting practices and are subject to EYL penalties for violations.

d. While the “Home” team is responsible for pre and postgame field preparation, the expectation is that both teams will assist with the effort when possible.

e. Each team may have one (1) ***Manager*** who chooses up to three (3) ***Assistant Coaches***, and one (1) **Scorekeeper**.

f. The Manager is the point of contact for umpires and league officials. They are responsible for the behavior of the coaches and players. In the event of unruly fans, the head coach will cooperate with the umpire and league officials to resolve the situations.

3. Game Play

a. Unless otherwise noted here or in the EYL By-Laws, the official rules for Little League International will be used.

b. The “Home” will take the first base dugout.

c. Pregame warmup: The “Home” team will be given the field first, and the “Visitors” will be given the same amount of time. Coaches can agree on pregame arrangements if there are extenuating circumstances.

d. Use the schedule for starting times. A 15-minute grace period will apply for consecutive games or double-headers unless the Managers agree to waive it.

e. Scorekeepers must verify the current score at the end of each full-inning.

f. Home-plate meeting with the umpire and managers will be at least five (5) minutes prior to the game start. Here, coaches will exchange lineups and discuss ground rules.

g. <u>Regulation game:</u> Games will be six (6) innings or 1-hour and 45-minutes in length, with the home team given the chance to finish the inning if losing or tied. There can be ties based on time, darkness, or weather.

- **i.** Umpires and managers will announce the “last inning” if time becomes a factor.
- **ii.** An official game is 3½ (home team winning) or four (4) complete innings.
- **iii.** Games that are suspended and not "official" will be made up from the exact spot it was suspended. On the make up day, managers can work together to make adjustments to the lineups as necessary based on availability of players.

h. Only the designated coaches are permitted in the dugout (they have clearances on file).

i. Game balls will be provided by the “Home Team” - at least two (2) per game.

j. All equipment, with the exception of the on-deck batter, must be kept in the dugout or out-of-play.

k. Each team is responsible for keeping score and pitch count, and must collaborate at the end of each inning to ensure accuracy.

l. Managers may appeal plays where bases are missed or they believe a player did not tag properly. The manager must make this decision before the coach throws the next pitch. Players do not have to throw to the base. The umpire will make the decision based on the appeal presented by the manager.

m. Mercy Rule. A game is complete when the run differential is…
- **i.** 15+ runs after 3.5 (home team winning) or 4 complete innings
- **ii.** 8+ runs after 4.5 (home team winning) or 5 complete innings
- **iii.** Teams facing mercy rule can score more than 7 runs in one inning. They may score enough to keep the game alive.
    1. Example. The visiting team leads by 18 runs in the 5th inning. The home team can score 11 runs to avoid the Mercy Rule.

n. Required Players
- **i.** Each team must have at least eight (8) players present before the start of each game. Players arriving late to the game will be placed at the end of the batting order.
- **ii.** An out will be recorded in the 9th sport of the batting order until the player arrives.
- **iii.** If a team starts with nine (9) players and a player leaves the game for any reason, the spot in the batting order will be skipped without penalty.

o. General Offense
- **i.** A continuous batting order will be used. All players on the roster for the game will be in the batting order. Coaches can freely substitute defensively provided the minimum requirements are met for each player.
    1. Injured players who start in the batting order but need to leave will be skipped without penalty.
    2. All players in the lineup must hit at least one time during a game.

- **ii.** A team can score a maximum of seven (7) runs per inning, with the exceptions of
    1. the declared last inning. teams can score seven (7) or as many more runs as necessary to tie the game.
    2. Teams facing the mercy rule. See Rule 3.m.

iii. Sliding Rules

1. Head first slides are not permitted when advancing to the next base. Players will automatically be called out with an immediate dead ball.
2. Players that overrun bases may dive back, as long as the dive is immediate and not the result of a run-down.
3. Sliding into first base on a hit ball in any capacity is prohibited and an automatic out will be called with an immediate dead ball.

iv. Throwing the bat. Players who throw the bat after a hit will receive one warning before being called out for subsequent offenses. A dead ball will be called and all runners will return to their previous bases, unless the manager elects to keep the result of the play.

v. Stolen Bases

1. For the purposes of this 10u league and any tournaments hosted by EYL, a "stolen base" will be defined as any time a runner advances a base after a pitched ball is being thrown back to the pitcher*,* or advancing by
    a. Delayed steals
    b. Passed balls and wild pitches
    c. Advancing on dropped 3rd strike (batters cannot take 1st)
2. Teams are limited to four (4) steals per inning
3. Double-steals count as two (2) steals.
4. Teams cannot score on a *delayed steal*. They may score on passed balls and wild pitches.
5. Teams MAY advance on errant throws or defensive attempts to make extra plays. These will not count as stolen bases. ***Coaches must emphasize getting the ball back to the pitcher.***
6. On an attempted steal, if the ball from the catcher gets to the outfield, the runner cannot advance.

vi. Dead Ball

1. Once a play is "dead", all runners must return to their previous base.
2. The live play will be considered "dead"
    a. once the pitcher has the ball on the pitching rubber.
    b. If a ball goes out of play.
    c. The umpire can also declare a timeout. Players in the position of P, C, 1B, 2B, SS, and 3B with possession of the ball in the infield can request time-out. The umpires will use best judgment to determine if the play should be dead or continue. Coaches should teach their infielders how to properly ask for timeout.
3. Live Injury: If an injury occurs while the ball is in play, the ball is dead. The runners will be awarded the next base.

vii. Helmets must be worn at all times on the field of play while on offense. Players whose helmets come off while running will receive: 1) 1st offense warning, 2) 2nd offense called out, and 3) 3rd offense ejection from the game.

viii. Courtesy Runners - a courtesy runner may be used to help with game timing. The runner must be
   1. The last hitter of the previous inning
   2. Used with 2 outs
   3. For the catcher only - to help get the catcher's gear on.

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p. General Defense
   i. Alignment - Teams will field 10 positions, including four (4) outfielders. They must be placed in LF, LCF, RCF, and RF. Rovers are not permitted, as this would be considered an additional infielder..

   ii. Free Substitution
      1. Teams may change positions on the field freely without changing the batting order, except the pitcher.
         a. Once a pitcher is removed from the game, that player cannot return to the mound during the same game.

   iii. Every player must play a minimum of three (3) innings in the field by the end of a regulation game in addition to batting each time through the order. Games ending early due to darkness, weather, or mercy rule do not apply. However, in games that end early, those players that did not get their three (3) innings must start the next game, play three (3) innings, and hit once before being substituted out.

   iv. Obstruction will be enforced. Coaches, please teach your players to move out of the base paths during live action.

q. Pitching rules
   i. Pitchers must be removed if they hit three (3) batters in the same game.

   ii. Once pitchers have been removed, they cannot return to pitch in the same game.

   iii. Suspended games - a game that is continued to the next playing time due to rain or darkness will follow the pitching rules for the week the game is being made up.

   iv. Pitch Count
      1. 1-20 pitches: no rest required
      2. 21-40 pitches: 1 day of rest (pitch Monday, eligible again Wednesday)
      3. 41-60 pitches: 2 days of rest (pitch Monday, eligible again Thursday)
      4. 61-80 pitches: 3 days of rest (pitch Monday, eligible again Friday)

5. Pitchers may complete a batter they are facing without requiring additional rest. *Example: a pitcher begins an at bat with 38 pitches and throws 4 pitches. While the total count is 42, the final count is considered 40 - requiring 1 day of rest.*
6. Pitch counts are validated by the two teams after each inning.
7. At the end of each game, the pitchers' names, pitch count, innings pitched and score must be forwarded to the league commissioner by the "Visiting" teams' manager by no later than 12pm the next day. Failure to report will result in an initial warning followed by a 1-game suspension, then referral to the EYL Board of Directors for further consideration.

v. Pitchers are limited to two (2) walks per inning. After two (2) walks, if a 4-ball count is reached on any batter, the coach will resume to finish the at bat.
1. During coach-pitch, the umpire will call balls and strikes. Balls will not be counted, only strikes. Therefore, players cannot walk, but could strike out.
2. There are no stolen bases during coach-pitch.

4. Inclement Weather

a. For games played at Lake or Lion's fields, the Managers will decide if the game is playable until the game begins. They can defer to the EYL Board of Directors. Once the game begins, the umpire, in collaboration with the coaches, can make a decision on whether to continue or postpone.

b. The Managers MUST coordinate the "Scheduling" Board Member about the times and dates for rainout make-ups. The next available opening will be used.

c. Players are expected to arrive for all games unless told by the coach in advance of a cancellation.

d. Lightning - If lightning is observed, players will shelter indoors or in a vehicle until it is deemed safe to replay. Play may resume no less than 15 minutes after lightning is observed. The clock resets with each observance of lightning.

e. Air Quality Index (AQI). If the AQI is raised to "Very Unhealthy" (Purple) before the start of a game, the game will be postponed and rescheduled to the next available date.

5. Call-Up Players

a. They EYL recognizes two types of call-up players, *Rostered and Emergency Players*. The EYL uses registration data and talent level to determine the best call-up method.
i. Rostered (Permanent) Call-ups:
1. They are drafted to the roster, but also play with their age level.
2. They will receive a uniform and can practice and play with the team.
3. They are only assigned to one team for the duration of the season.

ii. Emergency Players:
    1. These are players that were not drafted onto the regular roster, but indicated that they would be interested in being a call-up if necessary.
    2. They will wear the uniform of their regular season team.
    3. They could be asked to play for any team.
    4. Emergency players can only be used if a team needs enough players to field a team. In this event, the manager must use the following protocol.
        a. Contact the EYL President or VP to tell them of the situation.
        b. The President/VP will contact families of kids who said they would play as a call up if available.
        c. Since they are Emergency players, they will play the entire game.

b. General Rules for call-up players in 10u:
    i. Must be 8 years old by April 30th of the current year (unless EYL Executive Committee approves a player that is age 7)
    ii. Must be a registered EYL player
    iii. Must be on an approved list of call-up players approved by the league.
    iv. Must be placed last in the batting order.
    v. May play anywhere in the field (must get parental consent for P/C)
        1. The maximum number of pitches for a call up will be 40.
    vi. They can play up to four (4) defensive innings per six-inning game if they are the 11th player. They may play defense if the game goes extra innings.

6. **Playoffs -** there will be a playoff for 10u that guarantees all teams at least two additional games at the end of the regular season. The format will be decided by the Managers and Executive Committee, but will be based on…
    a. Team regular season records
    b. Availability of fields and officials
    c. Past precedent

7. **Tournament teams -** there is a separate document that spells out the process for determining who will represent EYL in the All-Star season.

8. **EYL Umpire Requirements**
    a. All umpires of the EYL who work home plate during a game are required to wear the following equipment during all scheduled EYL contests.
        i. Mask or mask/helmet combination
        ii. Chest protector - this can be worn on the body or an umpires blocking pad
        iii. Shin guards

9. **General Concerns**
    a. Youth baseball is an imperfect science, and even with rules and collaboration there may still be issues that are unsettling. As a result..
        i. Protests will be handled immediately and collaboratively by the Managers and the Umpire. If there is no resolution, then a final decision will be made by..
            1. The league Commissioner
            2. A present, non-coaching, board member, or
            3. A non-coaching EYL board member
            4. Defer to original decision.

    b. In all cases, the EYL Board of Directors reserves the right to make decisions, consistent or with exception to its league rules and by-laws, and for the betterment of its players, teams, coaches, and integrity of the game.

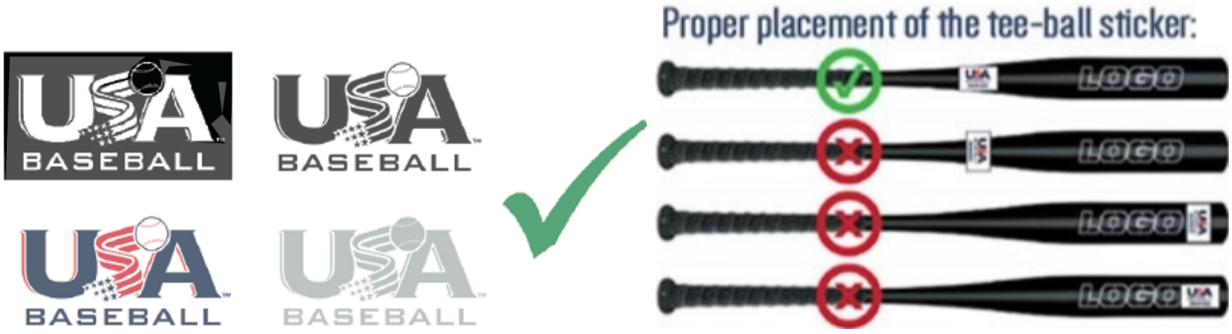
Ebensburg Youth League
12u (Major) Rules & Regulations
Revised March 2026

1. **General Rules**
    a. The spirit of 12u is for the players to showcase years of learning fundamental skills in a fun, friendly, and competitive environment. 12u (Little League) is the culminating community experience for our EYL kids. Our goal is to continue their love of playing in hopes they will continue their journey.

    b. The 12u coaches will select a "Commissioner" who will be responsible for coordinating with the Board of Directors, setting disputes/protests, and handling standings, etc.

    c. All players must be properly equipped to play.
        i. All bats must be USA stamped just below the barrel of the bat (see below)
            1. Bats will be checked by the umpires before each game.
        ii. Hitters and runners must wear helmets at all times on the field of play.
        iii. Players must have a glove, spikes, tucked in jersey, team hat, socks, and gray pants. (jerseys and hats will be provided by the league)
        iv. Wood and laminated bats are legal, but not recommended.
    d. The maximum bat diameter is 2⅝ inches.

    e. Unsportsmanlike behavior will not be tolerated. This includes, but is not limited to: abusive language, arguing with officials/fans/coaches/players, damage to league equipment or facilities, etc. Penalties for violations could range from warnings to removal from the premises, with EYL officials enabled to take further action, which could include warnings, forfeits, expulsions, etc.



2. **Managers/Coaches**
    a. The Head Coach is responsible for adhering to the rules and regulations and enforcing them with assistant coaches. The Head Coach is the main point of contact for all resolutions.

b. The Manager is responsible to see that the allotted number of games are played. This includes communicating with league officials to schedule make-up games.

c. Managers and coaches will foster an environment of good sportsmanship and competition. All coaches agreed to the Code of Conduct prior to starting practices and are subject to EYL penalties for violations.

d. While the “Home” team is responsible for pre and postgame field preparation, the expectation is that both teams will assist with the effort when possible.

e. Each team may have one (1) ***Manager*** who chooses up to three (3) ***Assistant Coaches***, and one (1) **Scorekeeper**.

f. The Manager is the point of contact for umpires and league officials. They are responsible for the behavior of the coaches and players. In the event of unruly fans, the head coach will cooperate with the umpire and league officials to resolve the situations.

3. Game Play

a. Unless otherwise noted here or in the EYL By-Laws, the official rules for Little League International will be used.

b. The “Home” will take the first base dugout.

c. Pregame warmup: The “Home” team will be given the field first, and the “Visitors” will be given the same amount of time. Coaches can agree on pregame arrangements if there are extenuating circumstances.

d. Use the schedule for starting times. A 15-minute grace period will apply for consecutive games or double-headers unless the Managers agree to waive it.

e. Scorekeepers must verify the current score at the end of each full-inning.

f. Home-plate meeting with the umpire and managers will be at least five (5) minutes prior to the game start. Here, coaches will exchange lineups and discuss ground rules.

g. <u>Regulation game:</u> Games will be six (6) innings or 1-hour and 45-minutes in length, with the home team given the chance to finish the inning if losing or tied. There can be ties based on time, darkness, or weather.

- **i.** Umpires and managers will announce the “last inning” if time becomes a factor.
- **ii.** An official game is 3½ (home team winning) or four (4) complete innings.
- **iii.** Games that are suspended and not "official" will be made up from the exact spot it was suspended. On the make up day, managers can work together to make adjustments to the lineups as necessary based on availability of players.

h. Only the designated coaches are permitted in the dugout (they have clearances on file).

i. Game balls will be provided by the “Home Team” - at least two (2) per game.

j. All equipment, with the exception of the on-deck batter, must be kept in the dugout or out-of-play.

k. Each team is responsible for keeping score and pitch count, and must collaborate at the end of each inning to ensure accuracy.

l. Managers may appeal plays where bases are missed or they believe a player did not tag properly. The manager must make this decision before the coach throws the next pitch. Players do not have to throw to the base. The umpire will make the decision based on the appeal presented by the manager.

m. Mercy Rule. A game is complete when the run differential is…
    i. 15+ runs after 3.5 (home team winning) or 4 complete innings
    ii. 8+ runs after 4.5 (home team winning) or 5 complete innings
    iii. Teams facing mercy rule can score more than 7 runs in one inning. They may score enough to keep the game alive.
        1. Example. The visiting team leads by 18 runs in the 5th inning. The home team can score 11 runs to avoid the Mercy Rule.

n. Required Players
    i. Each team must have at least eight (8) players present before the start of each game. Players arriving late to the game will be placed at the end of the batting order.
    ii. An out will be recorded in the 9th sport of the batting order until the player arrives.
    iii. If a team starts with nine (9) players and a player leaves the game for any reason, the spot in the batting order will be skipped without penalty.

o. General Offense
    i. A continuous batting order will be used. All players on the roster for the game will be in the batting order. Coaches can freely substitute defensively provided the minimum requirements are met for each player.
        1. Injured players who start in the batting order but need to leave will be skipped without penalty.
        2. All players in the lineup must hit at least one time during a game.

    ii. A team can score a maximum of seven (7) runs per inning, with the exceptions of
        1. the declared last inning. teams can score seven (7) or as many more runs as necessary to tie the game.
        2. Teams facing the mercy rule. See Rule 3.m.

iii. Sliding Rules
    1. Head first slides are not permitted when advancing to the next base. Players will automatically be called out with an immediate dead ball.
    2. Players that overrun bases may dive back, as long as the dive is immediate and not the result of a run-down.
    3. Sliding into first base on a hit ball in any capacity is prohibited and an automatic out will be called with an immediate dead ball.

iv. Throwing the bat. Players who throw the bat after a hit will receive one warning before being called out for subsequent offenses. A dead ball will be called and all runners will return to their previous bases, unless the manager elects to keep the result of the play.

v. Dead Ball
    1. Once a play is ruled dead, all runners must return to the previous base.
    2. The live play will be considered "dead"
        a. once the pitcher has the ball on the pitching rubber.
        b. If a ball goes out of play.
        c. If the umpire can also declare a timeout. Players in the position of P, C, 1B, 2B, SS, and 3B with possession of the ball in the infield can request time-out. The umpires will use best judgment to determine if the play should be dead or continue. Coaches should teach their infielders how to properly ask for timeout.
    3. Live Injury: If an injury occurs while the ball is in play, the ball is dead. The runners will be awarded the next base.

vi. Helmets must be worn at all times on the field of play while on offense. Players whose helmets come off while running will receive: 1) 1st offense warning, 2) 2nd offense called out, and 3) 3rd offense ejection from the game.

vii. Courtesy Runners - a courtesy runner may be used to help with game timing. The runner must be
    1. The last hitter of the previous inning
    2. Used with 2 outs
    3. For the catcher only - to help get the catcher's gear on.

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p. General Defense
    i. Alignment - Teams must field the standard 9 positions.

    ii. Free Substitution
        1. Teams may change positions on the field freely without changing the batting order, except the pitcher.

        a. Once a pitcher is removed from the game, that player cannot return to the mound during the same game.

    iii. Every player must play a minimum of three (3) innings in the field by the end of a regulation game in addition to batting each time through the order. Games ending early due to darkness, weather, or mercy rule do not apply. However, in games that end early, those players that did not get their three (3) innings must start the next game, play three (3) innings, and hit once before being substituted out.

    iv. Obstruction will be enforced. Coaches, please teach your players to move out of the base paths during live action.

q. Pitching rules

    i. Pitchers must be removed if they hit three (3) batters in the same game.

    ii. Balks will not be called.

    iii. Once pitchers have been removed, they cannot return to pitch in the same game.

    iv. Suspended games - a game that is continued to the next playing time due to rain or darkness will follow the pitching rules for the week the game is being made up.

    v. Pitch Count
        1. 1-20 pitches: no rest required
        2. 21-40 pitches: 1 day of rest (pitch Monday, eligible again Wednesday)
        3. 41-60 pitches: 2 days of rest (pitch Monday, eligible again Thursday)
        4. 61-80 pitches: 3 days of rest (pitch Monday, eligible again Friday)
        5. Pitchers may complete a batter they are facing without requiring additional rest. *Example: a pitcher begins an at bat with 38 pitches and throws 4 pitches. While the total count is 42, the final count is considered 40 - requiring 1 day of rest.*
        6. Pitch counts must be validated by scorekeepers and managers after each inning.
        7. At the end of each game, the pitchers' names, pitch count, innings pitched and score must be forwarded to the league commissioner by the "Visiting" teams' manager by no later than 12pm the next day. Failure to report will result in an initial warning followed by a 1-game suspension, then referral to the EYL Board of Directors for further consideration.

4. Inclement Weather

a. For games played at Lake or Lion's fields, the Managers will decide if the game is playable until the game begins. They can defer to the EYL Board of Directors. Once the game begins, the umpire, in collaboration with the coaches, can make a decision on whether to continue or postpone.

b. The Managers MUST coordinate the “Scheduling” Board Member about the times and dates for rainout make-ups. The next available opening will be used.

c. Players are expected to arrive for all games unless told by the coach in advance of a cancellation.

d. Lightning - If lightning is observed, players will shelter indoors or in a vehicle until it is deemed safe to replay. Play may resume no less than 15 minutes after lightning is observed. The clock resets with each observance of lightning.

e. Air Quality Index (AQI). If the AQI is raised to “Very Unhealthy” (Purple) before the start of a game, the game will be postponed and rescheduled to the next available date.

5. Call-Up Players

a. They EYL recognizes two types of call-up players, *Rostered and Emergency Players*. The EYL uses registration data and talent level to determine the best call-up method.

i. Rostered (Permanent) Call-ups:

1. Are players drafted to the roster, but also play with their age level.
2. They will receive a uniform and can practice and play with the team.
3. They are only assigned to one team for the duration of the season.

ii. Emergency Players:

1. These are players that were not drafted onto the regular roster, but indicated that they would be interested in being a call-up if necessary.
2. They will wear the uniform of their regular season team.
3. They could be asked to play for any team.
4. Emergency players can only be used if a team needs enough players to field a team. In this event, the manager must use the following protocol.
    a. Contact the EYL President or VP to tell them of the situation.
    b. The President/VP will contact families of kids who said they would play as a call up if available.
    c. Since they are Emergency players, they will play the entire game.

b. General Rules for call-up players in 12u:

i. Must be 10 years old by April 30th of the current year (unless EYL Executive Committee approves a player that is age 9)
ii. Must be a registered EYL player
iii. Must be on an approved list of call-up players approved by the league.
iv. Must be placed last in the batting order.
v. May play anywhere in the field, except Pitcher.

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