

Exeter Junior Baseball and Softball League

Local Playing Rules: Softball Division

1. Playing Rules

Babe Ruth Softball Rules apply except as noted in the Local Rules. Existing Babe Ruth Rules may be restated in the Local Rules for clarity and are identified as such.

A. MAJOR (12U), MINORS AA/A LEAGUES (10U)

Pitching – (Major Division) Major League (12U)

Pitching in all divisions is underhand (Windmill or Slingshot style).

1. Distances and Ball Size
 - a. Major League (12U): Pitching distance is 40 feet; ball size is 12-inch softball.
 - i. Rule Clarification: Official distance is measured from the back tip of home plate to the front edge of the pitching rubber.

League	Age	MAX pitches per DAY	Mandatory Calendar Days Rest			
			0	1	2	3
Majors	11 to 12	85	1-30	31-45	46-65	66+

1. Pitch count rules per player have been established to ensure protection of pitchers' throwing arms (see Chart 1A). Pitch count and individual innings pitched rules will be utilized in tandem with pitch count superseding individual innings pitched.
2. All pitchers in the Majors Division will have an 85 pitch limit per day, however, if they reach their 85th pitch in the middle of an at-bat, they may continue to pitch to that batter until that batter is either out or reaches base. Once that at-bat is complete, the pitcher may not pitch for the duration of the day.
3. A single pitch in any inning constitutes a full inning. (Rule 0.06-1b)
4. Individual pitchers are limited to 10 innings in a pitching week (Rule 0.06-1)
5. Pitching weeks are defined to be from Monday through Sunday (Rule 0.06-2)
6. If a pitcher is removed for another pitcher in the middle of any inning, the pitcher removed cannot re-enter as a pitcher that same inning.
7. Calendar days off after pitching is determined by the player's pitch count (see chart 1A above). For example, if a player pitches 46 pitches in a game at 10 a.m. Saturday morning, that player is not eligible to pitch again until Tuesday. Sunday and Monday constitute 2 calendar days of rest. (Local amendment to Rule 0.06-3).
8. The new week resets the individual innings pitched but does not relieve pitchers from the waiting period between pitching due to pitch count. For example, if a player pitched 46 pitches on a Saturday they would need to wait until Tuesday before pitching again.
9. Games in which an ineligible pitcher has been used shall be declared a forfeit. (Rule 0.06-4)
10. If a game is called before it has become a regulation game and the umpire declares it suspended or "no game", all individual pitching innings shall count toward a maximum number of individual

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innings per day, per week and required rest. Individual pitching innings are not reset back to where they were prior to the start of the game (This overrides Rule 0.06-6).

11. Illegal Pitch Rule

- a. Majors: After one warning per pitcher, an illegal pitch results in a "ball" called for the batter. Runners only advance if forced.

12. Trips to The Mound – The second trip in the same inning to the same pitcher shall automatically result in the removal of that pitcher from the inning AS A PITCHER ONLY.

13. Intentional walks shall not be allowed.

14. Doubleheader pitching rules:

- a. A doubleheader for any team shall mean two games in a single day for that team, regardless of opponents.
- b. Pitch count and individual innings pitched rules will be adhered to.
- c. A pitcher is not eligible to throw in more than one game of a doubleheader.

Pitching –Minors AA and A Leagues (10U)

2. Distances and Ball Size

- a. Minor League (10U): Pitching distance is 35 feet; ball size is 11-inch softball.
 - i. Rule Clarification: Official distance is measured from the back tip of home plate to the front edge of the pitching rubber.
 - ii. Players pitch as normal unless they pitch four (4) balls to the batter. At that time the coach shall pitch, from the rubber, the remainder of the at bat keeping the same count as where the player pitcher left off.
 - iii. If the coach is called in to pitch due to four (4) ball rule, the player pitcher must continue to keep one (1) foot in the pitching circle during each pitch until the batter makes contact or the pitch crosses the plate.
 - iv. Note: Eliminating walks increases pace of play, and ensures batters have opportunities to hit. Coaches having to pitch from the rubber avoids conflicts between coaches about unfairly stepping up to provide batters “meatballs.” The player-pitcher must START in the circle to avoid being unfairly positioned. The location of the pitcher (left, right, or behind) doesn’t matter as long as one foot starts in the circle. The “foot in circle” rule is based on Base Ruth Softball rules.

3. Pitch count rules per player have been established to ensure protection of pitchers’ throwing arms (see Chart 1B). Pitch count and individual innings pitched rules will be utilized in tandem with pitch count superseding individual innings pitched.

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Chart 1B		MAX pitches per DAY	Mandatory Calendar Days Rest			
League	Age		0	1	2	3
AA	8 to 10	75	1-30	31-45	46-60	61+

1. All pitchers in Minors A/AA Division will have a 75 pitch limit per day, however, if they reach their 75th pitch in the middle of an at-bat, they may continue to pitch to that batter until that batter is either out or reaches base. Once that at-bat is complete, the pitcher may not pitch for the duration of the day.
2. Each team is responsible for tracking the pitch count for both team's pitchers. Each team representative will be responsible for reconciling pitch counts between each inning. If there are discrepancies in the pitch count between each team's representatives, the home team's pitch count will be considered the official record.
3. A single pitch in any inning constitutes a full inning (Rule 0.06-1b)
4. Individual pitchers are limited to 10 innings in a pitching week. (Rule 0.06-1)
5. Pitching weeks are defined to be from Monday through Sunday (Rule 0.06-2)
6. If a pitcher is removed for another pitcher in the middle of any inning, the pitcher removed cannot re-enter as a pitcher that same inning.
7. Calendar days off after pitching is determined by the player's pitch count (see chart 1A above). For example, if a player pitches 46 pitches in a game at 10 a.m. Saturday morning, that player is not eligible to pitch again until Tuesday. Sunday and Monday constitute 2 calendar days of rest. (Local amendment to Rule 0.06-3).
8. The new week resets the individual innings pitched but does not relieve pitchers from the waiting period between pitching due to pitch count. For example, if a player pitched 46 pitches on a Saturday they would need to wait until Tuesday before pitching again.
9. Games in which an ineligible pitcher has been used shall be declared a forfeit. (Rule 0.06-4)
10. If a game is called before it has become a regulation game and the umpire declares it suspended or "no game", all individual pitching innings shall count toward a maximum number of individual innings per day, per week and required rest. Individual pitching innings are not reset back to where they were prior to the start of the game (This overrides Rule 0.06-6).
11. Illegal Pitch Rule
 - a. Minors: The umpire shall warn the pitcher and explain the infraction. No runners advance on a warning.
12. Trips to The Mound – The second trip in the same inning to the same pitcher shall automatically result in the removal of that pitcher from the inning AS A PITCHER ONLY.
13. Intentional walks shall not be allowed.
14. Doubleheader pitching rules:

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- a. A doubleheader for any team shall mean two games in a single day for that team, regardless of opponents.
 - b. Pitch count and individual innings pitched rules will be adhered to.
 - c. A pitcher is not eligible to throw in more than one game of a doubleheader.
15. If a pitcher receives Hit by pitch (HBP) calls on three (3) batters in one inning, they are required to be removed from the pitcher's position.

Batting –Majors & Minors

1. Continuous Batting Order: Teams shall bat their entire order consecutively throughout the game.
2. Bunting is allowed (slashing is not allowed and batter will be called out, no exceptions).
 - a. Bunting is a crucial part of the game and should be taught along with how to defend against it.
 - b. Rule Clarification: Slashing is when the batter squares to bunt the pitched ball, thus pulling all the infield players in, and then pulls back and takes a full swing. This will be considered an out regardless of whether contact is made, no exceptions.
3. Hit By Pitch (HBP): The batter MAY choose to continue batting, thus leading the HBP as a ball (if it would not be called ball four (4)).
 - a. Rule Clarification: The batter MUST make an attempt to avoid the pitch per Babe Ruth League rules 6.08B.
 - i. A ball that hits the batter **IN** the strike zone will be considered a strike and a HBP will **NOT** be awarded.
 - ii. A ball that hits the batter is called a HBP if the batter is **NOT** in the strike zone and they made an attempt to avoid being hit by the ball.
 - iii. A ball that hits the batter is called a ball if the batter is **NOT** in the strike zone and they made **NO** attempt to avoid being hit by the ball.
 - iv.
 - b. In a HBP scenario, the ball will be called dead and no runner may advance.
 - c. **Supplemental Playoff Rule:** For both Major and Minor Leagues, Batter **MUST** take their base.
4. Dropped Third Strike Rule - third strike is caught or not caught by the catcher.

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- a. Majors – Clarification: If first base is not occupied OR if there are 2 outs, the batter may attempt to advance. (Rule 6.05 b & c). If the batter is out and cannot advance due to Rule 6.05c, runners may still advance at their own risk. Because this is not a force play, the runners must be tagged to be out. Rule 6.05c is very similar to the Infield Fly Rule. A scenario for clarity: If a runner on first is attempting to steal, while a third strike is not caught by the catcher and there are less than 2 outs, the batter is out. Though the runner on first was attempting to steal, he still “occupied” first base at the time of the dropped ball. The ball is still “live”, and the runner is OK to attempt the steal.
1. AAA, AA & A Leagues
 - a. The batter is out on a third strike, regardless of whether the ball is caught.
 - b. In the event a batter is hit during coach pitch, they MUST continue to bat and cannot advance to first base on a HBP call.

Base running – All Leagues

1. CONTACT RULE – If a player attempting to reach home plate intentionally and maliciously runs into a defensive player in the area of home plate, he/she will be called out on the play and ejected from the game. The objective of this is to penalize the offensive team for deliberate, unwarranted, unsportsmanlike action by the runner for the obvious purpose of crashing the defensive player, rather than trying to reach home plate. This is an umpire’s judgment call.
2. Leadoffs: Runners may only leave the base once the ball has left the pitcher’s hand. Leaving early results in the runner being called out.
3. The Look-Back Rule (The Circle Rule): When the pitcher has possession of the ball within the 8-foot radius pitcher’s circle, runners must immediately return to their base or attempt to advance to the next base.
 - a. Once a runner stops, they must immediately move toward a base.
 - b. Failing to move or "dancing" between bases results in the runner being called out.
4. Stealing (Minors Only): Minor League teams are limited to 3 successful steals of home per game to encourage defensive development.
5. Head-first slides into a base shall not be allowed and the runner shall be called out. Diving back head-first into a base the runner came from is allowed.

A League only

1. Teams shall be limited to three stolen bases per inning as follows: limit of two stolen bases of 2nd and/or 3rd base and one stolen base of home per inning. **(Note: At Single A level, any advance is considered a steal).**

Scoring

1. Majors and Minors games both home and away teams must keep score, as overall team standings count for playoff games.

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2. Scores must be submitted to designated league officials within Sixty (60) MINUTES of completion of the game, both regular season or post-season.
3. The maximum number of runs per inning, per team shall be 5 until the fifth or expected last inning (whichever is sooner, in the sole judgment of the Umpire in consultation with both coaches before commencement of the top half of the inning). Before the fifth or last inning, once a team has scored runs, the teams shall switch sides regardless of how many outs have been recorded. During the last inning, or every inning after the fourth inning, the 4-run limit shall not apply.
4. The final inning must be agreed upon by head coaches prior to the start of the inning. In the final inning the maximum run limit shall be TEN (10).
5. **Score Revert Rule:** If the game is called in the 4th or 5th inning due to safety, darkness or weather/field conditions, before the inning is officially completed, the game shall revert to the score recorded at the end of the previous completed inning and the game shall be considered complete.
6. **Mercy Rule:** Games end if a team leads by 15 runs after 3 innings, 12 runs after 4 innings, or 10 runs after 5 innings.
7. **Tie Game Rule:** If a regulation game remains tied when an umpire suspends play due to weather or darkness, the results are entered as a “tie game” and are so indicated in league standings. All pitching innings shall apply. Tie games shall not be made up. A playoff game CANNOT end in a tie-game.

General Rules - All Leagues (A, AA, Majors)

1. Each player (including starters) shall play a minimum of two innings in the field. The visiting team must ensure all players get their time in by the 5th inning in the event the game is won by the home team and the visiting team doesn't take the field in the 6th inning. No player shall sit in three consecutive innings. A violation of this rule shall constitute a forfeiture of that game (The exception is a shortened game, injury, parental authority, or disciplinary action.) A shortened game is any game ending before 6 full innings (or 5.5 if the home team wins).
2. Prior to the game, the coaches shall determine if a game is playable due to weather/field conditions.
3. During the game, the umpire determines if a game should be suspended if conditions change such as thunder, lightning, excessive rain, darkness, etc.
4. Supplemental Post-Season Rule: Prior to the game, a league official will determine if a game is playable (in lieu of coaches).
5. Make-up games will be scheduled through the Scheduler.
6. **Prior to May 15th**, no inning shall start after **7:45 p.m.** On or after **May 15th**, no inning shall start after **8:00 p.m.**

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7. For **scheduled night games**, no inning may start after **9:30 p.m.**
8. For games scheduled back to back, whether played by the same or different teams, no inning may start after the start time of the later game. (For example, if Game 1 begins at 9:30 a.m. and Game 2 begins at 11:30 a.m. no inning for Game 1 may begin after 11:30 a.m.)
9. Games may end at any time, with the consent of both head coaches, after a legal game has been completed.

10. Game Structure and Length

a. Majors (12U)

- i. Games have a 7-inning maximum. A minimum of 3 innings (2.5 if the home team is leading) constitutes a complete game.
- ii. Regular Season: Last inning must be called after 80 minutes, no new inning after 90 minutes (1.5 hours), hard stop at 105 minutes (1.75 hours). If a game is called due to time (Hard Stop Rule) and an inning is incomplete, the final score shall revert back to the LAST FULL INNING PLAYED (as long as that inning meets the minimum number required).
- iii. Supplemental Majors Playoff Rule: In playoffs, a game can be considered complete after both of the following conditions are met: a minimum of 3 full innings are played **AND** 90 minutes of gametime has elapsed. The 90 minute threshold is voided in the event of the mercy rule being met or if the umpire stops for safety reasons. Majors Playoff Games have a seven (7) inning max, regardless of the game duration. There is no hard stop associated with the game time in playoffs. A playoff game CANNOT end in a tie-game.

b. Minors (10U)

- i. Games have a 5-inning maximum. A minimum of 3 innings (2.5 if the home team is leading) constitutes a complete game.
- ii. Regular Season: Last inning must be called after 80 minutes, no new inning after 90 minutes (1.5 hours), hard stop at 105 minutes (1.75 hours). If a game is called due to time (Hard Stop Rule) and an inning is incomplete, the final score shall revert back to the LAST FULL INNING PLAYED (as long as that inning meets the minimum number required).
- iii. Supplemental Minors Playoff Rule: In playoffs, a game can be considered complete after both of the following conditions are met: a minimum of 3 full innings are played **AND** 90 minutes of game time has elapsed. The 90 minute threshold is voided in the event of the mercy rule being met or if the

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umpire stops for safety reasons. Minors Playoff Games have a five (5) inning max, regardless of the game duration. There is no hard stop associated with the game time in playoffs. A playoff game CANNOT end in a tie-game.

- c. Teams may field up to TEN (10) players. Each team may field a maximum of SIX (6) infielders (Pitcher, Catcher, 1st Base, 2nd Base, 3rd Base, Short Stop) and a maximum of FOUR (4) players in the outfield (Left Field, Left Center, Right Center, and Right Field).
 - 1. Rule Clarification: A player can move to cover or provide back-up once the pitch leaves the pitcher's hand.
- d. Any team fielding less than SEVEN (7) players at the start of the game must forfeit.
- e. Teams are not to cancel/reschedule a game on the grounds of insufficient number of players, if the team can field at least SEVEN (7) for the originally scheduled time/location. Use of approved substitution players is encouraged.
- f. Rule Clarification: If a team has less than SEVEN (7) players after a game begins, play will continue until the completion of the game. The team with less than SEVEN (7) players may elect to take a forfeit.
- g. **Game Safety Rule:** If the game is called by the umpire(s) due to safety, darkness or weather/field conditions prior to the minimum number of innings having been completed, the game shall be rescheduled and start over another date, and play will continue from the same point in the game.
 - i. Umpires are empowered to determine when a game should be called for darkness or weather. In the case of thunder and/or lightning, all players must leave the playing field immediately and cannot return for twenty (20) minutes after each instance of thunder and/or lightning.
 - ii. The Umpire is always responsible for determining whether a game should be stopped after it has started (Regular and Post-Season).
- h. Both Head Coaches shall exchange line-ups before the game so coaches may become familiar with all players.
 - i. Every player present at the game shall be in the lineup.
 - ii. Teams must maintain the same batting lineup for the entire game
 - iii. Batting order rosters are required with the following MINIMUM information:
 - 1. Player Jersey #, First Initial, Last Name
 - 2. Batting Order

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18. Use of Kensington lights is allowed ONLY for scheduled night games approved by the President and league scheduler. Use of the lights is NOT approved for the continuation of regularly scheduled day games or for unscheduled make-up games.
19. Kensington night games shall end by 10 p.m., which is the local curfew.
20. The Home team is assigned the first base dugout. The Visiting team is assigned the third base dugout.

Post-season Teams

1. All rostered players shall appear in every game. The appearance may be as a batter, pitcher, fielder or pinch runner. (The exception is a shortened game, injury, parental authority, or disciplinary action). A shortened game is any game ending before 6 full innings (or 5.5 innings if a home team wins).
2. Players who will pitch in the post-season must either **PLAY IN** (any position in the field) **OR PITCH IN** a minimum of 50% of the games during the regular season.

B. ROOKIE LEAGUE (Regular Season)

Pitching

1. All pitching will use the Blue/Black Flame pump-machine pitch. 11" safety Softballs (Softies) will be used.
 - a. In the event that the machine becomes inoperable, the coach shall pitch the ball from a safe and comfortable distance.
2. The machine will be placed 32ft from the apex of the plate to the front of the rubber.
 - a. Rule Clarification - The official distance is measured from the back tip of home plate to the front edge of the pitching rubber.
3. The coach-pitcher shall not attempt to field a batted ball that is put into play.
4. Player-pitcher shall be positioned with at least one (1) foot in the circle
 - a. Player-pitcher does not actually throw pitches to the batter.

Umpiring

1. The coach-pitcher will also serve as umpire. A volunteer may also serve as umpire if mutually agreed upon by both Head Coaches, or if a Junior Umpire is assigned for the game.
2. The coach-pitcher/umpire will call strikes not balls.
3. The coach-pitcher/umpire will make all safe/out calls on the bases.
4. The coach-pitcher/umpire will call a wide strike zone to teach the batters to swing the bat.
5. The coach-pitcher/umpire will call the batter out after 3 strikes. Additional "strikes" shall not be given. This is to prevent delays to the game where some players are given multiple pitches until they hit the ball.

Batting

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1. Teams shall bat their entire order consecutively throughout the game.
2. The batter is out when a third strike is caught or not caught by the catcher.
3. The batter may not walk.
4. A batter, entitled to first base after being touched by a pitched ball, has the option to continue batting or go to first base.
5. On the sixth pitch, the batter must put the ball in play or foul the ball off or be declared out.
6. Coaches shall meet at the beginning of the game to discuss if they would like to implement the use of the batting Tee after 3 strikes and/or 6 pitched balls.
 - a. This will allow for a quicker pace of the game as well as a positive experience for the players.

Base Running

1. No stealing.
2. One (1) base on any overthrow.
3. The Infield Fly Rule does not apply.
4. With two (2) outs, the catcher may be replaced with a pinch runner in order to put on the equipment.
5. CONTACT RULE – If a player attempting to reach home plate intentionally and maliciously runs into a defensive player in the area of home plate, he/she will be called out on the play and ejected from the game. The objective of this is to penalize the offensive team for deliberate, unwarranted, unsportsmanlike action by the runner for the obvious purpose of crashing the defensive player, rather than trying to reach home plate. This is an umpire's judgment call. (Cal Ripken Special Rule, page 18).

Definition of an Inning

1. Teams shall bat the entire order each inning.
2. Bases will be cleared after 3 outs. This will result in more at bats per game and emphasis on situational instruction.
3. After the last batter, the bases are cleared, and the half inning ends regardless of how many outs there are at the time.

Post Season

1. There will be no playoffs for the Rookie division, but a post season celebration or jamboree will be held to distribute medals and celebrate the season.
 - a. The Rookie League Coordinator will communicate season ending celebration with all coaches closer to the end of the season.

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General Rules

21. The sole purpose of the Rookie League is instruction. No game score shall be kept. No standings shall be kept.
22. All players who register are rostered.
23. Rosters will be assembled by the Board of Directors after the close of registration. Players will be evenly distributed by age or location
24. Parent requests to have a specific coach or to have their child on a team with another child will be honored to the extent possible and at the discretion of the Board of Directors
25. All players must sit an equal amount of time on the bench. Coaches should rotate players equally to all positions.
26. Coaches may position themselves on the field to provide instruction throughout the game.
27. Make-up games will be scheduled through the Rookie League Coordinator, who will inform the scheduler.
28. Prior to the game, the coaches shall determine if a game is playable due to weather/field conditions.
29. During the game, the umpire or coaches will determine if a game should be suspended if conditions change such as thunder, lightning, excessive rain, darkness, etc.
30. Game Structure and Length
 - a. Rookie League game shall consist of 6 innings or 1.5 hours, whichever occurs first.
 - b. Games may end with the consent of both Head Coaches anytime before 6 full innings are played.
 - c. Teams may field up to TEN (10) players. Each team may field a maximum of SIX (6) infielders (Pitcher, Catcher, 1st Base, 2nd Base, 3rd Base, Short Stop) and a maximum of FOUR (4) players in the outfield (Left Field, Left Center, Right Center, and Right Field).
31. No league activities, games or practices shall be scheduled before Noon on Sunday without executive committee approval.

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Playoff Format and Rules (Minors and Majors Only):

1. **Single Elimination format. score will be kept.**
2. Game Length – 6 innings; coin flip for home team
3. Run limit – 5 per inning, except last inning (unlimited runs)
4. No new inning starts after 90 minutes. This is a tough one for playoff games, and with the three outs should not come into effect, however want to have a cutoff in place
5. After three outs teams switch sides (end of inning)
6. Balls/strikes called, striking out. Eight pitch rule in effect. Batters continue if 8th pitch is fouled off. Otherwise must swing or out.
7. One base on overthrow, no advance on passed ball or stealing.
8. Play stops when ball is in control in infield (defined by edge of outfield dirt) by a player. (no runner can begin to advance)
9. All players placed in batting lineup. If a player is injured and has to come out, does not count as out. Batting out of order will be an out for the player who batted out of order.
10. Fielders limited to 10 (4 OF if coach so desires)

C. BABE RUTH

Exeter Babe Ruth is described in documents called Exeter Babe Ruth Cooperative, League Policies and League Specific Rules pending approval of such documents, and all annual revisions, by vote of the EJBSL Board of Directors. The documents shall be posted on the EYBSL (EJBSL) website and at www.exeterbaseball.com.

Safety Equipment:

- Defensive players at 3rd base, 1st base, and at pitcher **MUST** wear a fielder's mask.
- EJBSL encourages ALL PLAYERS to wear fielder's masks for safety purposes, especially the infield positions.
- Batting helmets MUST feature a false mask.
- Catchers MUST wear full catchers gear (including chest pad, helmet, and leg guards) to play in the catching position.

2. Organization Rules

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Minimum Equipment

Each team shall have at the start of the season, but not limited to:

- a. One complete set of catcher's equipment, including gloves
- b. Two game condition bats.
- c. Two dozen new game balls.
- d. Bucket of practice balls.
- e. Batter's Helmet

Snack Shack Duty

The Snack Shack shall be operated on a rotating basis between all teams in the League, except Rookie League. No game involving a team assigned Snack Shack duty may begin until the team assigned Snack Shack duty has provided two responsible volunteers.

Evaluations

1. All players 9-12 years old must attend evaluations each year.
2. Evaluations shall be held in the spring prior to the season starting.
3. The player must also attend the AA evaluations.
4. 8-year-olds wishing to be evaluated for an A League team must do so in writing at registration. Any 8-year old that has completed two seasons of Rookie League shall automatically qualify for the A league draft.
5. Independent evaluators will be used to score all players on several skills as defined by the Board of Directors prior to the draft.
6. Evaluation results will be used to group players in categories by skill to determine
 - a. 11 and 12-year-olds eligible for Major League draft
 - b. 9 and 10-year-olds eligible for the A or AA League draft
 - c. 8-year-olds eligible for the A League draft
 - d. Coaching assignments will be where the child evaluates.
7. Evaluation data will be shared with all coaches prior to the draft
8. Coaches may attend evaluations.

Draft

1. The Major and Minor (AA and A) League drafts shall be held following the last evaluation session.
2. Players shall never be told the position in which they were drafted.
3. A saw tooth draft shall be conducted. The draft order shall be selected by drawing names from a hat prior to the draft. The drawing will be conducted by the Board members administering the draft.

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4. Prior to the draft, the Board shall determine the number of open spots for 8-year-olds in the A League. The number of spots will be determined based on the registration numbers, how many players needed to move up to complete team rosters, and the player's evaluations.
5. Requests by parents to keep a player in the AAA or A Leagues will be honored as long as their evaluation supports the request. For example, if a player grades out in the upper third and is a clear candidate for the upper tier, the Board may deny the request. The player must still attend evaluations.
6. Requests by parents for a player not to return to the same coach as the year prior will be honored. The player shall be eligible to be drafted by any team except his or her prior coach.
7. All players shall be entered into the draft each year. Players will not automatically return to their team from the prior season, although they may be drafted by their former team through the draft process.
8. The Coach's child shall evaluate and placed in a band. The Coach's pick shall be his child in the band in which his child is placed after the evaluation.
9. Players shall be placed at the same level in a subsequent playing year provided they continue to evaluate at the same level.
10. Siblings of all players drafted must also be selected by the same team. Exceptions to this rule:
 - a. In a banded draft, sibling are drafted in the band in which their evaluation score falls (Example: If Player X is drafted in Round 3 and Player Y (sibling) score falls in Round 5 of the draft line up, then Player Y is drafted in, then Player X is drafted in Round 3 and the Coach's Round 5 pick is considered used to draft Player Y).
11. No parent shall become an assistant coach in such a way that it determines which team his/her child is on.
 - a. Each player must be selected through the draft process, after which a parent can be nominated as an Assistant Coach for that team, or any other team. However, if the parent coaches for a different team, the player must still play for the team he/she was drafted by.
 - b. Returning Assistant Coach's child must re-enter the draft.
 - c. This rule also applies to any player who has been released back into the draft.
 - d. The purpose of this rule is to maintain a level playing field between all teams in the League. No team shall gain an unfair advantage by the recruiting of assistant coaches.
12. The draft shall continue until all teams' rosters are filled. However, once a team's roster reaches twelve (12) players, it may not select again until all the team's rosters have reached a roster of twelve (12) players. Teams cannot decline selecting a draftable player if its roster contains less than twelve (12) players.
13. A player must attend at least one evaluation to be eligible unless approved by the Board of Directors.

Teams

1. Each team shall have one Head Coach, voted on and approved by the Board of Directors.
2. Each team shall have two Assistant Coaches, voted on and approved by the Board of Directors.

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3. Each team shall consist of no more than 12 players, unless approved by the Board of Directors.
4. Should a player leave a team before the start of the season, the Board shall contact players in the lower tier in the order of their evaluation ranking to see if the player wishes to play up. This process will continue through all the tiers until all team's rosters are filled.
5. Should a player leave a team after the season has started, no action will be taken.

Playoffs (Major and Minor Divisions)

1. All Major and Minor (AA and A) League teams shall make the playoffs. The format and schedule of the playoffs shall be determined and approved by the Board of Directors prior to the start of the regular season.
2. The higher seeded team shall serve as the home team.
3. Seedings shall be determined by number of points (2 points for a win, 1 point for a tie and 0 for a loss)
4. Ties shall be broken as follows
 - a. The first tiebreaker shall be determined by Head-to-Head results
 - b. The second tiebreaker shall be Overall Wins
 - c. The third tiebreaker shall be Run Differential with a max of 10 per game
 - d. The fourth tiebreaker shall be a flip of a coin by the League Coordinator or Executive Committee Member with a representative from each involved team participating.
5. The playoff pairings shall be recorded immediately after the season in the league scheduling app.

Call Up System

1. A call up system may be instituted by the Board of Directors. Call up systems shall not be implemented unless an approved necessity exists.
2. The call up system will be administered by an individual appointed by the President.
3. Players who participate in the call up system shall not pitch or catch for the team to which they are called up.
4. It is understood the players first obligation will be to his drafted team and the intent of the call up is to expose him or her to more baseball at a higher level, not as a substitute for his or her primary team.
5. Teams who need or want to supplement missing players to get to TEN (10) players MAX, must utilize the Call Up System for the game.

Head Coach's Responsibilities (not inclusive)

1. Head Coaches shall report any injuries to the President within 24 hours after such injury occurred. A player suffering from an injury that requires a doctor's attention must have a signed doctor's approval before playing ball again. Once removed from a game due to injury, the player may not return to the game.
2. Head Coaches shall ensure clean up of their dugouts, their side of the field and adjacent areas following a game. Eating is not allowed in the dugouts. Only personal water bottles and/or team water coolers are allowed in the dugouts.

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3. All coaches are responsible for the conduct of their players and fans.
4. Head Coaches are responsible for the player’s participation in League activities and fund-raisers and should coordinate a parent to help coordinate team participation.
5. The action of players, coaches, umpires and League officials must be above reproach. Any players, coaches, umpires or League officials who is involved in a verbal or physical altercation, or an incident of unsportsmanlike conduct, at a League site or any other League activity, is subject to disciplinary action by the EJBSL Board of Directors.
6. The use of tobacco, vaping, and alcoholic beverages in any form is prohibited on the playing field or dugouts.

Revision History

Date	Author	Change
3/20/2026	Christopher Curley Jim Webber Dan Provost	- Creation of first draft of EJBSL Softball League local playing rules