Official Rule Book

2026

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Tournament-Specific Rules Clause

Individual tournaments may implement additional or modified rules specific to that event. Any tournament-specific rules will be communicated in advance and will, supersede standard BASE rules for that event only.

In the absence of a stated tournament modification, all official BASE rules covered here and\or NHFS rules will apply.

DEFINITIONS

- **Altered Bat**: When the physical structure of a legal softball bat has been changed.
- **Appeal**: A play or rule violation on which the umpire does not make a ruling until requested by a coach or player. Judgment calls (Balls, Strikes, Safe, or Outs) are not appealable.
- **Base Runner**: An offensive batter that has just put the ball in play becomes a base runner.
- **Bunt**: When a batter taps the pitched ball and attempts to put the ball in play. The bat does not have to remain still to be considered a bundt attempt.
- **Conference**: Anytime a head coach gets permission to suspend play to talk to the players. Only 1offensive or defensive conference allowed per ½ inning without penalty. On the second defensive in a ½ inning the pitcher must be replaced. Replacement pitcher must pitch to at least one batter. The replaced pitcher may go back into the pitcher's position once per ½ inning.
- **Stalling**: Umpire has a right to end a conference early if the Umpire determines a team is trying to stall a game. This call will not be questioned or appealed by a coach.
- **5 Minute Rule**: Umpire will stop the clock if a time out is called by either team or an injury occurs to a player in the last five minutes of the game. The umpire will have the official time.
- **Leap**: A "Leap" is defined as an act by the pitcher which causes both feet to be airborne at the same time on the initial move and move from the pitcher's plate.
- **Crow Hop or Replant**: A "Crow Hop" is defined as an act by the pitcher who steps, hops, or drags off the front of the pitcher's plate, replants the pivot foot, establishing a second starting point, pushes off from the newly established point and completes the delivery.
- **Dead Ball**: When the ball is not in play. Umpire will declare, "Dead ball."
- **Electronic Communication Devices**: Communication devices are allowed; however, only 1-way communication is allowed between the coach (1 coach) and players.
- **Electronic Books**: Electronic books cannot be the official book. The official book will be the home team score book (must be handwritten).
- **Fake Tag**: When a defensive player makes the motion of tagging a base runner when there is no actual play being made. Penalty could be objection of the offending player.
- **Foul Tip**: A batted ball that goes sharply and directly from the bat to the catcher's mitt or hand and is legally caught by the catcher. It is a strike and remains a live ball.
- **Force Play**: A play in which a runner legally loses the right to occupy a base because the batter becomes a batter-runner and must advance.
- **Ground Rule Double**: A fair ball that bounces over or passes through a fence or outfield boundary.
- **Hit by Pitch**: When the pitched ball hits the batter, and the batter is not swinging at the ball, or a strike is not called. Dead ball results with the batter advancing to first base.
- **Home Run**: A fair ball that passes over the outfield fence in flight.
- **Illegal Bat**: A bat that does not meet the requirements of an official bat as dictated by BASE or NFHS (National Federation of State High School Associations).
- **Ineligible Player**: Any player who is not listed on the official lineup card or fails to meet BASE eligibility requirements.

- **Infield Fly Rule**

  A batted pop fly with one or less outs when a base runner occupies 1st and 2nd base or 1st, 2nd, and 3rd base. When the umpire feels the ball can be caught by reasonable effort by a infielder, he indicates or verbalizes infield fly, and the batter is out. The ball must be in fair territory.

- **Interference**: An act (physical or verbal) by an offensive or defensive player or coach that impedes, hinders, or confuses an opponent attempting to execute a play.
- **Live Ball**: All times that the ball is in play or until the Umpire calls "time' or "dead ball".
- **Obstruction**: The act of a defensive player who, while not in possession of the ball or not in the act of fielding the ball, impedes the progress of a runner.
- **Official Game**: A game in which the required number of innings have been played (as outlined by BASE). A game shall be considered official once: Three (3) complete innings have been played, or Two and one-half (2½) innings have been played if the home team is ahead. BASE operates under a finish-the-inning format. If the time limit expires during an inning, that inning shall be completed. If a game is called due to weather, field conditions, or other unforeseen circumstances after becoming official, the score shall revert to the last completed inning. If a game is called before it becomes official, the Tournament Director will determine whether the game will be resumed from the point of suspension or declared a no contest.
- **Suspended Game**: A game stopped by the umpire that will be continued later.
- **Time Play**: A play in which the timing of a runner crossing home plate determines whether a run scores.
- **Age Group Rules**- Age group is the age of the player on 8/1 of the Seasonal year. Seasonal year begins on 8/1 and runs until 7/31 of the following year. Age updates will apply to all events starting on 8/1. Playing down in Fall is not permitted.
- **Protective Face Guards**: All 8u players, all 10u infielders & pitchers & 12u corners (1st & 3rd) & Pitchers must wear protective face masks. Protective Face Guards for 14u and up are optional but highly recommended.
- **Online Rosters**- ALL teams MUST have Online Rosters. Online rosters are your official roster. If your roster is not online during a protest it will be an automatic forfeit. Your online roster must be submitted before the first game starts.
- **Pick-up Players**- Must be listed online (limit of 3). C-Class teams can only pick up players that are from other C-class teams. Open team players are **NOT** allowed to pick up to play with C-class teams. C-class players are allowed to pick up and play with an Open class team.

SECTION 2 – BASICS OF PLAYING THE GAME

These are the basic playing rules adapted by the Best American Sporting Events (BASE). We will not mention the very basics, which are universal: balls, strikes, outs, foul ball, fair ball, home run, triple, double, single, walk, strike out, etc. These are some of the fundamental parts of the game that have been a part of the game since it was invented.

2.1-The plate is considered fair territory. A hit ball that hits the plate and remains fair or rests on the plate is considered a fair ball.

2.2 Strike Zone:

Top: Batter's mid-point of the chest in their natural batting stance.

Bottom: The top of the batter's knees

2.3-The game will be five innings unless a run rule comes into effect or the game has been established in advance with a time limit or less innings.

2.4 Run Rule: A game shall be declared complete when a team is ahead by:

- Fourteen (14) runs after three (3) complete innings
- Eight (8) runs after four (4) complete innings

If the home team achieves the required run differential while at bat and is ahead, the game shall be declared complete immediately.

The run rule applies to all games unless otherwise stated by specific tournament rules.

See Tournament-Specific Rules Clause.

2.5- Tied games after innings specified have expired or after game time limit has expired:

1. Inning 1: International Tie Bracker (Runner on 2nd, no outs)

2. Following Innings: Accelerated Tie Bracker (Runners on 2nd & 3rd, no outs)

2.6- Determining home team:

1. Pool Play- During Pool Play, the home team will be determined by a coin flip at the pre-game plate meeting, as seeding has not yet been established.

2. Bracket Play- In Bracket Play, the higher-seeded team will have its choice as home or visitor.

IF no pool play games were played and the seeding has not been established, the home team will be determined by a coin flip at the pre-game plate meeting. \

2.7 When the ball is “dead”:

1. When “no pitch” is called by the umpire.
2. When a fly ball in foul territory is not caught.
3. Offensive interference.
4. When the batter or base runner is hit by the batted ball before the ball is touched by a fielder.

2.8 When the ball is “live”:

1. Any batted fair ball.
2. Any fair ball that is in the playable field of play.
3. All times before an umpire calls “time”.
4. When an umpire is hit by a thrown ball or batted ball.

2.9 Protests- Protests will be decided at the time they occur (before the next pitch). Games will be halted, and a ruling will be made. Then, if applicable, the game will continue. After consulting with the game umpire, the final decision will be that of the UIC and/or tournament director or the acting director in the tournament director’s absence. ALL decisions are final. Judgement calls are NOT protest able. NO FEE for protests. IF you abuse this right there will be a protest fee charged.

2.10 Intentional Walk- Batters can be intentionally walked at any time during their at bat. There is NO Intentional Walk in 8u.

2.11 Illness- If a girl is removed from a game due to sickness or injury, they may not reenter that game but can resume playing the next game. If a girl leaves the game from injury or sickness, no out will be taken as long as the team won’t drop below 9 players.

2.12 BASE Events permits modern, one-way electronic communication to improve pace of play, eliminate sign stealing, and provide clear, efficient instruction — without granting unfair competitive advantage or compromising the integrity of the game.

This rule recognizes that electronic communication is a functional replacement for traditional signals, wristbands, and play cards when properly restricted.

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A. Permitted Communication

1. One-way electronic communication is permitted by a coach (1) to players on both offense and defense.
2. Communication must be exclusively one-way:
   - Players may not transmit, respond, or acknowledge electronically
   - No two-way communication of any kind is permitted
3. Communication may include but is not limited to:
   - Pitch calls
   - Defensive positioning or assignments
   - Offensive plays or baserunning instructions
   - General strategic instructions

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B. Approved Devices

1. Permitted devices must be:
   - Purpose-built or restricted to one-way functionality
   - Non-recording
   - Non-interactive for players
2. Prohibited devices include (but are not limited to):
   - Cell phones
   - Smartwatches
   - Tablets
   - Any device capable of two-way communication, recording, video transmission, or internet connectivity while in use by a player
3. A Coach (1) may use transmitting devices provided:
   - They are used only to send one-way communication to their players.
   - They are operated from the dugout, bench area, or designated coach's box

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C. Player Use & Location

1. Players may wear or carry receive-only devices during live play.
2. Devices may not interfere with:
   - Player safety
   - Required Protective equipment
   - Normal game flow
3. BASE reserves the right to disallow any device deemed unsafe or disruptive by the Tournament Director or Umpire-in-Chief.

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D. Pre-Game Declaration

1. Teams using electronic communication must declare usage at the pre-game plate meeting.
2. Declaration includes confirmation that:
   - Communication is one-way only
   - Devices meet BASE requirements

- No prohibited devices are in use

Failure to declare does not legalize prohibited use.

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E. Malfunction Protocol

1. In the event of device failure:
   - Play continues using traditional signals
   - Excessive delays may result in warnings or penalties
2. Malfunctions do not entitle a team to additional timeouts.

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F. Prohibited Conduct

The following are strictly prohibited:

- Two-way communication between coaches and players
- Live video, audio, or data relays
- Communication from spectators, parents, or non-rostered personnel
- Recording or transmitting game action or signals
- Use of consumer smart devices by players

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G. Penalties

1. Administrative Violations (failure to declare, minor misuse):
   - First offense: Team warning
   - Second offense: Removal of device for remainder of game
2. Major Violations (two-way communication, prohibited devices, live relays):
   - Immediate ejection of responsible coach
   - Device confiscation for remainder of event
   - Possible game forfeiture
   - Further disciplinary action at BASE discretion

Intent is not required to enforce penalties.

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H. Authority & Enforcement

1. The Umpire-in-Chief or Tournament Director has final authority over:
   - Device approval
   - Rule interpretation
   - Enforcement decisions
2. Teams bear full responsibility for compliance.

BASE recognizes that innovation in communication is inevitable and beneficial when properly governed. This rule is designed to:

- Eliminate sign stealing
- Improve pace of play
- Reduce confusion and delay
- Maintain competitive fairness

This policy allows progress without opening the door to two-way communication, live data relays, or technology-driven advantages that undermine the spirit of the game.

2.13 Electronic Books- Electronic books cannot be the official book. The official book will be the home team score book (must be handwritten). If the Home team does not have a handwritten score book, then we will revert to the visitors handwritten score book. If neither team has a handwritten score book, then the umpires score card will be the official book.

SECTION 3 – OFFICIAL PITCHING RULES

BASE has opted to allow the "Step Back," the "Start Back," or the traditional both feet on the rubber.

3.1 Before the pitcher pitches the ball, she must do the following:

1. Have possession of the ball in either the pitching hand or the glove hand.
2. Have both hands separated as she steps onto the rubber.
3. Pitcher's pivot foot must be in contact with the pitcher's rubber.
4. Pitcher must take or simulate taking signs while on the rubber from the catcher only.
5. On the pitch delivery, the pivot foot may slide across the pitcher's rubber but must stay in contact with the pitcher rubber.
6. If the "Start Back" style of pitching is used, the pitcher must step back before the pitch begins.
7. If the "Step Back" style of pitching is used, the pitcher must begin the Step Back motion as or before she brings her hands together.

3.2-The pitch begins when the hands are no longer separated. The pitch delivery can be aborted by pitcher stepping off the rubber in a backward step with her plant foot.

3.3- The delivery must start no less than one second and no more than 10 seconds after the hands are in contact with each other.

3.4 Pitcher's delivery:

1. Windmill or Slingshot style is acceptable.
2. Arm movement must be an underhand motion.
3. BASE has made the decision to allow pitchers to use the Start Back, Step Back, or Traditional (start with both feet touching the rubber).
4. The hand shall be below the hip and the wrist not farther from the body than the elbow.
5. A "Crow Hop" is replanting the pivot foot and pushing off again. "Crow Hop" and replanting the pivot foot is not permitted during the pitching delivery.
6. Leaping is Legal.

3.5-Pitcher cannot stop her motion before the ball leaves her hand.

3.6-If the pitcher stops her wind up (unless the umpire calls time) without releasing the ball, an illegal pitch will be called, and a ball will be awarded to the batter. No action by a batter, coach, or fan can cause the pitcher to throw an illegal pitch.

3.7-Pitcher cannot have anything distracting on her pitching arm, hand, or wrist. Any sweatband must be flesh in color on pitching wrist or arm. Pitcher's uniform, equipment and/or accessories must be worn properly. A pitcher is prohibited from wearing or using any item that, in the umpire's judgment, distracts the batter.

3.8-Pitcher can ask the umpire for a different ball at any given time before the start of her pitch. During wet conditions, a coach may request permission to use a towel to dry the balls for the pitcher.

3.9 Intentional Walk- If the pitcher desires to intentionally walk a batter, she can at any time during the players at bat notify the umpire of her intentions and the walk will be granted by the umpire. No pitches need to be thrown to the intentionally walked batter.

SECTION 4 – BATTING AND BASE RUNNING

BASE (Best American Sporting Events) will use the following basic rules for batting and base running:

4.1-The girl is considered the batter when she takes her place in the batter's box.

4.2-The batter can call time by lifting her hand. The umpire can grant the batter time out. If time is not granted, she will take the call or the pitch.

4.3 Batting out of order can be appealed to the umpire by the defense:

1. Infraction appealed during illegal batter: The correct batter takes over and assumes the pitch count.
2. Infraction appealed after illegal batter has batted but before next pitch: The girl that should have batted is out and any base advances will return to their position prior to the illegal batter's bat. The correct spot in the lineup will be the batter that follows the girl called out. (Example: Batter #5 is the girl called out. The correct spot in the lineup would now be Batter #6).
3. Infraction appealed after illegal batter has batted and after next pitch: The play stands. All base runners remain where they are.
4. Batter positions on the lineup sheet: Are determined by the player's name and not the jersey number. Improperly recorded position numbers and player numbers are correctable errors.

4.4 The batter is out when the following happens:

1. Batter steps on the plate when hitting the ball in fair or foul territory.
2. Batter steps out of the batter's box when hitting ball in fair or foul territory, the batter(s) foot must be completely outside the lines.
3. Batter fouls off third strike while trying to bunt.

4. Catcher catches third strike foul tip.

4.5 The batter can advance to first base when the following happens:

1. Batter is pitched 4 balls.
2. Batter is hit by pitch (unless the ball is in the strike zone or swung at).
3. Catcher drops third strike with one or less outs with no base runner occupying first base or with two outs regardless of occupation of first base. A ball that hits the dirt and is caught by the catcher is considered a dropped third strike.
    - Exception to dropped 3rd strike: If the batter enters the Dead ball area, she will be called out. The dead ball area is considered outside of the fence surrounding the field or in the dugout.
4. When the catcher interferes with the batter's bat while batter is swinging at the pitched ball, or anytime during a pitch. If the ball is put in play during the interference, the offensive coach has the option to take the result of the play or the interference.

4.6-The base runner must run the bases in order when advancing or retreating.

4.7-When a base runner misses a bag, the play is appealable to the umpire by the defensive coach or any player on the field. Appeal must be made before the next pitch (except coach pitch) is delivered.

4.8-If a base runner attempts to advance to the next base while the pitcher has possession of the ball in the pitcher's circle, she must continue to the next base. Any attempt to retreat back to the previous base (without pitcher attempting to make a play on the base runner) will result in the base runner being called out. This is called the "hesitation" or "look back" rule.

4.9-Base runners may attempt to steal only after the ball leaves the pitcher's hand during her delivery of the pitch.

4.10-Base runner cannot run more than 3 feet out of the base path to avoid a tag. This will result in the base runner being called out. The base path is the path between the runner and a direct line to the next base.

4.11-Base runners should avoid contact with the defensive player at any base if there is a defensive play being made. This is for the safety of the girls. Any aggressive act will result in the base runner being called out or at the umpire's discretion the runner may be ejected from the game.

4.12-No defensive player may block a base, home plate, or the base path without having possession of the ball.

4.13-Base runner cannot interfere with a defensive player making a play on a batted ball. This results in an automatic dead ball and all base runners returning to previous bases before the interference occurred.

4.14-If a batted ball hits a base runner prior to passing or being touched by a defensive player (non-pitcher unless the pitcher touches the ball or makes a play on the ball), the base runner is called out.

4.15-Base runner must retouch her base during a caught fly ball and cannot advance to the next base until the ball is touched by the defensive player's glove or body.

4.16-Obstruction-Obstruction is any act committed by a player, coach, or fan that impedes the batter, for a fair opportunity to hit the ball or to hinder a runner from reaching the next base. This obstruction can be physical, visual, or verbal.

4.17 Interference-Interference is any act committed by a player, coach, or fan that impedes the defensive team from making a play on the ball. This interference can be physical, visual, or verbal.

4.18-On deck batters may use designated on deck circles.

SECTION 5 – OFFICIAL LINEUP OF PLAYERS AND SUBSTITUTES

BASE (Best American Sporting Events) has adapted the following rules. The official lineups are for tournament play. They will be used for all State, Regional and National Play.

5.1 Rosters are required at all BASE-Sanctioned Events.

5.2 Online Rosters are required: Penalty: If a team's roster is not online and anyone protests on a players eligibility then the protest will be upheld and the team without the roster online will forfeit the game and the player will be disqualified from playing that weekend.

5.3 Pickup players are allowed but the team must use the online pickup player form and add the player online.

5.4 Teams cannot play down in age group.

5.5 C-Class teams can only pick up players that are from other C-class teams. Open team players are **NOT** allowed to pick up to play with C-class teams. C-class players are allowed to pick up and play with an Open class team.

5.6 Players can only play on 1 BASE team on any given weekend. Penalty team forfeits game, and player is ejected from the event.

5.7 Team must start with 9 defensive players.

5.8 BASE has the option of using "Extra Players (EP)". Using 9 regular players and up to 3 "EP." There would be 10,11 or 12 total players on the line up sheet. Any 9 can be used in the field with 10,11 or 12 batters. (This lineup is designed to get more players in the game.) Three of the players would have EP as their position. Any of the 10,11 or 12 players can be used for defense. The coach can change the defensive players at any time using the 10,11 or 12 players on the bench. In addition to the 3 "EPs" allowed under BASE rules, teams may also add a "DP-FLEX" players to their lineups. For purposes of simplicity, if a coach chooses to use a DP-FLEX and only 9 batters, one of the first nine batters will be considered a DP. 8u can also use DP-FLEX but must bat 10 batters. EXCEPTION: If the DP-FLEX is used, the Flex players must remain on defense throughout the game, in which case the FLEX position would be eliminated for the remainder of the game.

5.9 Lineups are required before the start of the first game; Players may not be added to the lineup after the 1st pitch of the game.
5.10 Substitute players shall be listed on the line up sheet. They can be used at any given time during the game. The original player (starter) can re-enter the game at any given time. The starter and substitute may each re-enter once.

5.11 Courtesy Runners- The courtesy runner for the Pitcher or Catcher shall be the player who made the last completed at-bat. If eligible substitutes are available, a substitute must be used as the courtesy runner. A courtesy runner may run for either the Pitcher or the Catcher in a half inning but may not run for both in the same inning.

5.12 All lineup sheets will be turned in at the start of the game. One copy will be given to the plate umpire, and one copy will be given to the opposing team. If a player is lost due to injury that space in the lineup will be scratched through. Exception: If there are less than 9 players on the lineup sheet, the players spot will not be scratched through. Instead, the affected spot will be an out when that spot comes up in order. If there is a substitute player available, the substitute will go in that spot. There is no out penalty if there are at least 9 players left on the lineup.

5.13 Any player ejected from the game will result in an out when that spot in the lineup comes up unless there is a substitute player available to go in that spot. Minimum requirements for fielding a team are still active. A team must have a minimum of 9 players on the lineup card but can finish with a minimum of 8 players. The missing player in the batting order would be an out. Less than 8 fieldable players on the team will result in forfeit for that team.

5.14 A player's age on August 1st of the seasonal year determines the age classification in which the player is eligible to participate. Seasonal years will run from 8/1 until 7/31 of the following year. Teams and players are required to age up on 8/1 of the calendar year.

SECTION 6 – EQUIPMENT

This is the equipment to be used while playing in any official BASE (Best American Sporting Events) event. Equipment must be standard approved equipment that is properly marked with "Official Softball" or similar markings that certify the equipment. All official safety equipment must be used. If there is any deviation from these equipment rules then all liability will be the responsibility of the head coach of the team.

6.1: All bats must be unaltered official softball bats. National High School Federation maintains a list of illegal bats and BASE will enforce this. Use of an illegal bat will result in an automatic out for the player using the bat and the coach restricted to the dugout for the reminder of that game. If it happens the second time the coach will be ejected from the game.

6.2: A BASE stamped game ball or the equivalent must be used in all BASE sanctioned events. All 12-under through 18-under division balls must be 12" in diameter with .47 C.O.R and .325 + or -50 compression. 8-under and 10-under must use 11" diameter with .47 C.O.R. and .325+ or -50 compression. Core and compression must be clearly visible on the ball.

6.3: Non-compliance will lead to offending coach being ejected from the game.

6.4: All batting helmets and catching gear must be approved and in original condition. Numbers and personalized designs are okay. **Player safety is the main concern.**

6.5: Shoes and socks must be worn, and plastic cleats are recommended. Metal cleats are allowed for 14u, 16u, 18u, 18-over and 16/18u divisions. Coaches may wear open toes shoes.

6.6: Hats and visors are permissible. They are optional between each player.

6.7: Hair bows, braided hair, and other types of hair decoration are allowed as long as they do not create a safety hazard for a player on either team.

6.8: Numbers must be worn on uniforms, with no two players on a team having the same number. Example: .09 and 9 are considered as separate numbers.

6.9: Multicolored gloves are allowed as long as they are NOT the same color as the softball.

6.10: All 6u and 8u players are required to wear face shields, 10u infielders are required to wear face shields and 12u pitchers, 1st and 3rd are required to wear face shields. 14u and older face shields are highly recommended but not required. Heart guards are not required but BASE does highly recommend the use of them.

SECTION 7 – REGULATIONS OF THE PLAYING FIELD

These are the basic dimensions for the playing field for each individual age group. BASE will use these dimensions for all official events. Maximum fence distances can be further if there is no way possible to bring playing field into legal distance. Temporary fences are recommended to bring fields into legal bounds.

7.1 Field Dimensions:

1. Bases must be set 60 feet apart for all divisions. Exception: 6U is 45 feet apart.
2. Pitching distance must be 25 feet for 6U, 35 feet for 8U, 10U, 40 feet for 12U, and 43 feet for 14U, 16U, 18U and 16/18U.

7.2 Field Markings:

1. There will be a 16-foot diameter circle drawn evenly around the pitching rubber.
2. The batter's box will be to the left and the right of the plate. They will be 3 feet wide and 7 feet long with four feet toward the pitching rubber from the center of the plate.
3. Base lines will extend out 3 feet on both sides of the base parallel to the centerline.
4. Coach's boxes and on-deck batter's boxes are suggested.

SECTION 8 – UMPIRES' RIGHTS AND RESPONSIBILITIES

These are the standard guidelines adopted by BASE that governs the rights and responsibilities of the umpires.

8.1 Authority of Umpires:

1. The Umpire is responsible for keeping control of the game. Umpires have the authority to rule on any situation not specifically covered in these rules.

2. The umpire's decision is final on judgment calls. Coaches may **not** protest judgment calls (safe, out, ball, strike, fair, foul).

3. Any call made that may have a misinterpretation of the rules can be protested.

4. A head coach can appeal to the plate umpire in the case of a batter on whether a check swing was checked or not. (The field umpire might have a better view). The plate umpire does not have to grant the appeal.

8.2 Ejections: Umpires have the authority to eject any players or coaches from a game for unsportsmanlike conduct. Any person ejected must leave the facility immediately

8.3 Game Termination: Umpires have the authority to call a game due to darkness, weather, or any unsafe playing condition.

8.4 Communication:

1. Umpires must communicate clearly with scorekeepers and coaches before and during the game.
2. Umpires must declare the start time of the game and notify both teams of the official time.

SECTION 9 – SPECIAL TOURNAMENT & AGE-SPECIFIC RULES

9.1 6U & 8U Coach Pitch Rules:

1. 7 runs or 3 outs per ½ inning. Following the 3rd out or 7th run scored, all play is stopped to prevent injury.

2. There will be 10 defensive players allowed on the field. There must be no more than 6 infielders. The outfielders must play at least 10 feet beyond the bases. If a team has 10 defensive players, they must also bat 10. DP Flex rule can only be used if batting at least 10 and have the 11th listed as a flex.

3. 5 pitches or 3 swinging strikes, 5th and consecutive fouls will not be counted against the 5-pitch count.

4. If the coach pitcher is hit by the ball, it is a do over no pitch. The batter will return to the batter's box and assume the count that was on them before the pitch.

5. The Player-pitcher must remain in the pitching circle until the ball is pitched. The Player-pitcher may not interfere with the Coach-pitcher. The Coach-pitcher may pitch at any distance inside the 16-foot pitching circle and within the boundaries of the 24-inch pitching rubber. To clarify, the Coach-pitcher must be touching or in front of the pitching rubber with both feet inside the pitching lane and use a straight-ahead pitching approach. Coach-pitchers may not pitch from either side of the pitching rubber to gain the advantage of a directional hit. **Penalty**- If at any time prior to release of the ball, the Coach-pitcher steps outside of the pitching lane or is outside the imaginary 24-inch pitching rubber boundaries, a strike will be called on the batter.

6. While the ball is in play, all runners are free to advance at their own risk. Play is stopped on defense by stopping the lead runner. Once the lead runner has been stopped, the ball is dead. All other runners must be halfway to the next base or return to previously touched base. When time is called and the ball is thrown to the pitcher's circle no runner may advance.

7. Two coaches can stand in the outfield in foul ball area only 15 feet beyond the bases, one on each side of the field.

8. Runners may leave the base when the coach releases the pitch.

9. Run Rule: A game shall be declared complete when a team is ahead by:

- Fourteen (14) runs after three (3) complete innings
- Eight (8) runs after four (4) complete innings

If the home team achieves the required run differential while at bat and is ahead, the game shall be declared complete immediately.

The run rule applies to all games unless otherwise stated by specific tournament rules.

10. Unlimited number of players on the roster.

11. Teams can bat up to 13 players. Lineup may consist of 10 players with up to 3 EPs.

12. If the Coach-Pitcher interferes with a defensive player trying to make a play on the ball, it will be considered a dead ball out and no runners can advance.

13. There will be no base stealing. Throwing down to make a play on a base runner is allowed but if the catcher throws down behind a runner, then the catcher is making a play on the runner, and ALL runners may advance.

14. Bunting and Slapping are allowed.

15. NO SMASH Hitting (Faking a bunt and then hitting away)

16. There will be no “Infield Fly Rule” or “Intentional Walk” for 8-under.

17. The catcher may not catch a foul ball unless they are in the catcher’s box when the pitch is thrown and the normal Catchers position. If the Catcher is not in the normal Catchers position, this will not be considered a caught foul ball. If the catcher decides to place herself anywhere other than the catcher’s box and catches a foul ball, it is considered a non-caught foul ball.

18. All players must wear a face mask (shield).

9.2 8U Modified Kid Pitch Rules:

1. The Player-Pitcher will pitch 5 pitches or until there are 3 balls on the batter, whichever comes first. If the batter does not hit the ball or strike out, then a coach assumes the batter and will have the opportunity to pitch up to 3 pitches. If the batter fouls off the second pitch from the coach, she will remain at bat until she hits the ball fare or strikes out.

2.There will be no walks. The batter must hit the ball or strike out. The only time a batter may take first base is if she is hit by a Player-Pitch.

3.The umpire will record balls and strikes on the batter.

4.The pitching distance will be 35 feet with an 8-foot radius circle.

5.The bases will be set at 60 feet.

6.All batters and runners must wear a batting helmet.
7.There will be 10 players on offensive and defensive.
8. Catchers must wear full protective equipment. (Mask, throat protector, chest protector and chin guards.)
9.If a catcher does not occupy the catcher’s box in a squatted position until the pitcher pitches the ball, they will not be allowed to catch a foul ball & have it considered an out. It would be considered a dead ball foul.
10. There will be no base stealing. Throwing down to making a play on a runner is allowed but if the catcher throws down behind a runner, then the catcher is making a play on the runner, and ALL runners may advance.
11. There will be no “In-Field Fly Rule”.
12. All players must wear a face mask (shield).
13. There is no 3rd drop strike.

SECTION 10 – SPORTSMANSHIP GUIDELINES

10.1 If a player gets hurt or injured and in the umpire's judgement she needs immediate medical assistance; the umpire shall call time immediately. Safety of the players is taken very seriously and should be monitored by all coaches and umpires.

10.2 Unsportsmanlike behavior by a player, Coach or fan, is an eject able offense.

10.3 Umpires should be fair, impartial, use good judgement and never speak rudely or out of turn to a player, coach or fan. An umpire puts a human element into the game. They are subject to making errors the same as coaches and players are subject to making mistakes. In the spirit of fair play and sportsmanship we will not allow anyone to show disrespect towards them because of their decision. BASE will do their part in pursuing the best decision makers to call BASE events.

10.4 Coaches will follow rules of sportsmanship, never stall a game, be a graceful loser and winner, and never speak rudely to players, coach, fan or umpire. Coaches are responsible for the sportsmanship of their own players and fans. Coaches should not tolerate unsportsmanlike conduct from their own players or fans.

10.5 Artificial Noisemakers can **NOT** be used outside the confinement of the dugouts. There will be NO AIRHORNS Allowed Anywhere. Period. No exceptions!

SECTION 11 – TEAM CLASSIFICATIONS, ROSTERS & PICKUP PLAYERS

11.1 Team Classifications:

CLASSIFICATION GUIDELINES
Class C Teams are teams that have a winning percent of less than 51%.
Class B teams are teams that have a winning percentage between greater than 50% and less than 76% and a run differential of greater than 9 runs.
Class A teams are teams that have a winning percent greater than 74% and a run differential of greater than 9 runs.
ALL UNPAID TEAMS ARE CLASS B.

All first-time participating teams will be classified as **B-class** for their initial tournament. Following the completion of their first event, teams will be evaluated and reclassified based on their overall performance and competitive level.

Amendment below to Rule 11.1 is effective as of 3/30/2026.

Exception: **Exception – 9U Division:**
All **9U teams** will initially be classified as **C-Class**, regardless of prior participation history.

As a single-year division (unlike double-year divisions such as 10U playing up to 12U), 9U teams playing up will be placed strictly based on their current classification and performance.
• Teams classified as **C-Class** may play in **9U C-Class** or **10U C-Class**
• Teams classified as **9U Open** may not participate in **9U C-Class** and must play **10U C-Class or higher**

The purpose of the 9U division is to help teams transition and adjust to live arm pitching while maintaining proper competitive alignment by classification.

BASE reserves the right to evaluate and adjust team classifications at any time to ensure fair and balanced competition.

11.2 Pickup Players:

1. Teams may pick up players to fill roster spots for a tournament.
2. Pickup players must be registered with BASE and may not be rostered with another team in the same division.
3. Pickup players must be declared before the start of the tournament and added to the official roster.
4. Guest player Restriction for C-Class Teams participating in C-Class events may no longer pick up guest players from Open Class (A or B-class rosters). Guest players must come from other C-class teams only. No exceptions will be made. This rule applies to all BASE events and is non-negotiable.

11.3 Eligibility:

1. Players must meet the age requirements for their division.
2. Proof of age must be available upon request (birth certificate or government-issued ID).
3. Players found to be ineligible will result in forfeiture of all games played.

11.4 **Roster Drop & Re-Add Restriction:**

This rule promotes fair play by preventing temporary roster changes that circumvent guests player limits or player eligibility rules.

1. 30-Day Re-Add Prohibition

Any player officially dropped from a team's roster is ineligible to be re-added to that same team for thirty (30) calendar days from the recorded date and time of the drop.

2. Expiration of Restriction

Upon completion of the 30-day period, the player may be added back to the original team through standard roster procedures.

3. Guest Players Unchanged

This rule applies only to official roster drops and adds. It does not affect pickup or guest player rules, including the limit of three (3) guest players per team per event or weekend.

4. Administrative Correction (Clerical Error Exception)

The BASE Commissioner(s) may approve a same-day or next-day reversal of an accidental drop or add only when it is clearly the result of an administrative or clerical error, no games have been played, and no competitive advantage has been gained. All requests must be submitted in writing and supported by appropriate documentation.

5. Commissioner Review Authority

Roster activity determined to be a deliberate attempt to evade player limits or eligibility rules may be reviewed by the BASE Commissioner(s) and may result in corrective roster action or further team review to ensure competitive integrity.

11.5 ROSTER LOCK- All rosters will be locked on the first weekend of June through the last weekend of July.