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**EJRT BASEBALL BY-LAWS**

**January 11, 2025**

**Kenyon Hughes Baseball Director**

**All changes for 2025 are highlighted**

**Playing rules not specifically covered herein, shall be governed by the Official MLB Rules of Baseball- National League version as modified by USSSA applicable baseball rules, and shall be the governor of all age groups as stated in these by-laws. Any modifications and or changes to the by-laws deemed necessary shall be submitted to the league committee through the UIC and or the league director.**

**Rule 1.0 By-laws Purpose**

These by-laws and rules shall be used in EJRT baseball Leagues and are intended to perpetuate and establish the love of the game in Enid Youth and afford those youths an opportunity to learn and develop in the game of baseball through participation.

**Rule 2.0 Participation and Class of Play**

**All youth completing and properly submitting a registration shall be permitted to participate in the EJRT Baseball program, if room is available on a team.**

**AT ANYTIME THE LEAGUE DIRECTOR OR DESIGNEE MY REQUEST TO DO A ROSTER CHECK DURING THE SEASON**

**Established divisions and age restrictions for the current season are as follows:**

**4yr,6u,8u,12u**

**Age cut off is Jan 1st of current season.**

4yr your child must be 4 Jan 1st of current season to play No 3yr old’s will be allowed.4yr olds may only play up to 6u after director approval is given.

**AT THE DISCRETION OF THE DIRECTOR A PLAYER CAN BE REMOVED OR PLACED ON A ROSTER AT ANY GIVEN TIME. THE DIRECTOR HAS THE SOLE DECISION TO ALLOW A PLAYER TO PLAY OR NOT.**

**Rule 2.1 Playing up a Division**

All players will be permitted to play one division above normal age division. At the sole discretion of the director a player may play up even higher.

**2.2 Playing in more than one division.**

Players may not play in more than one division in the same session.

**Rule 3.0 Game play rules**

**3.1** All players shall be afforded the opportunity to play offense and defense**.** In the case of batting, the pace of the game will dictate when a player gets to bat, however a

defensive substitution is easily made at any time during the game with “free” substitution being used, unless in 10u and 12u and not batting entire line-up.

**Any coach and or manager found deliberately not playing all players in a game shall be required to explain his / her actions to the League Director and may at the Directors discretion be suspended for a period of time, number of games and or be re- moved from their position.**

**3.2** Home team will be defined by what is stated on the SI Play app.

**3.3** **Starting Games and Cancellations**

All games shall be started on time as scheduled. Any changes and or cancellations necessary shall be requested 1 week in advance and approved through the league director by email at [ejrtdirectorbb@gmail.com](mailto:ejrtdirectorbb@gmail.com). A request of a change is not guaranteed even though submitted.

**3.4 Games shall consist of the following in lengths and or innings (as listed):**

4Yr = 45 mins or 6 innings of play. (whichever occurs first.)

6U = 1 hour or 6 innings of play. (whichever occurs first.)

8U = 1 hour or 6 complete innings (whichever occurs first).

10 U = 1 hour and 20 mins or 6 complete innings (whichever occurs first.)

12 U = 1 hour and 20 mins or 5 complete innings (whichever occurs first).

**3.5 Forfeiture of Game**

Game time shall be forfeit time of that ball game, unless (See rule 3.3 above)

**3.6** No new inning of a game will be started when 5 minutes or less is remaining in regulation game time.

**3.7** At the beginning of each inning, a pitcher shall have 1 Min, to throw a maximum of 6 pitches. A “NEW PITCHER” shall be allowed to throw 8 pitches for warm-up.

**3.8** A new inning shall be considered to start when the last defensive player has left the playing area, umpires discretion.

**3.9** In the event a game is called because of weather, loss of lights, or other acts of nature, that game shall be considered complete if the following has occurred:

**3.9.1** A Game scheduled for 6 innings, and 3 full innings have been completed.

**3.9.2** Any game not meeting these criteria shall be considered a suspended game and a make-up date shall be determined by the director. A suspended game shall be resumed at the exact point of ending play and played to end of regulation time of suspension of play and or 6 complete innings have been completed. This shall be document in the home teams score book and initialed prior to leaving complex.

**3.9.3** In the event that it starts raining it is up to the umpire of when a game will be either suspended or cancelled. Teams leaving a field and running to cars prior to this determination will forfeit the game. In the event both teams run off fields to the cars game will stand with score no matter how many innings were played or time limit left.

**Examples:** If a game is suspended because of Loss of field lighting at 47 minutes played, in the top of the third, with the number 6 batter in the line-up with a 3 ball 1 strike count, and 1 out. The score being 4 -3 in favor of the home team.

When the suspended game is rescheduled and resumed it will continue from the same point, same batter, same out, count and score, and time left in regulation time,

**Note:** Game time will commence and or continue when the plate umpire calls “play ball”. Time and inning limits in effect.

**3.10 Run(s) Limit per inning:**

6U = 7 runs per inning or three outs.

8U = 7 runs per inning or three outs

10U = 7 runs per inning or three outs

12U = 9 runs per inning or three outs (Once a team is up 15 runs, at the completion of any inning, the game is considered complete. If the home team reaches a 15run lead in the bottom of any inning, the game is considered complete.)

**3.11 Birth Certificates**

EJRT staff will not be keeping any Birth Certificates of any player. It will be the responsibility of the coach to bring them to every game in case a question comes up. NO DIGITAL COPIES OF ANY FORM WILL BE ACCEPTED AT ANY TIME.

Failure to provide birth certificates of any player upon protest will result in the head coach being removed from the game until one can be produced. If a coach does not produce one before the next game the head coach may not coach. **IF ANY ILLEGAL PLAYER WAS FOUND TO HAVE BEEN BEING PLAYED, OR IS EVEN ON THE ROSTER THE TEAM WILL FORFIET ALL GAMES UP TO THE POINT OF LEARNING OF THE ILLEGAL PLAYER EVEN IF THE PLAYER PLAYED OR NOT. ALSO, THE HEAD COACH OF THE TEAM WILL BE REMOVED FOR THE REMAINDER OF THE SEASON. If the league Director or any designee learns by word of mouth or roster inspection the above penalty will be in effect.**

**3.12 Cleats**

No metal spikes may be worn at anytime by players regardless of division being played. Flat metal cleats will be allowed.

**3.13 Pitching rules**

**3.13.1** **Baseball Pitch Limits**

12U Division: 85 pitches Max per day

10U Division: 75 pitches Max per day

**3.13.2 Rest Requirements:**

Pitchers in 12U Division and 10U Division must adhere to the following rest requirements:

• 66 or more pitches in a day, four (4) calendar days of rest must be observed.

• 51 - 65 pitches in a day, three (3) calendar days of rest must be observed.

• 36 - 50 pitches in a day, two (2) calendar days of rest must be observed.

• 21 - 35 pitches in a day, one (1) calendar days of rest must be observed.

• 1-20 pitches in a day, no (0) calendar day of rest is required.

**\*NOTE: Under no circumstance shall a player pitch in three (3) consecutive days**

**3.13.3 Threshold Definition:** the minimum number of pitches regarding number of days rest. If a pitcher reaches a day(s) of rest threshold while facing a batter, the pitcher may continue to pitch until anyone of the following conditions occur:

1. That batter reaches base.

2. That batter is retired.

3. The third out is made to complete the half-inning.

The pitcher will only be required to observe the calendar day(s) of rest for the threshold he/she reached during that at at-bat, provided that pitcher is removed before delivering a pitcher to another batter.

**3.13.4 Returning to the Mound in same game:** A pitcher removed from the pitching position may re-enter once in the same game, provided that the maximum pitching limit has not been reached prior (10U- 75 pitches, 12U- 85 pitches) and has not went to the position of catcher prior to re-entering.

**3.13.5 Pitching/Catching Ban**

* A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of that day.
* Any player who has played the position of catcher in four (4) or more innings in a game is not eligible to pitch on that calendar day.
  + Note: The catcher receiving one pitch to a batter in the fourth inning constitutes having caught four (4) innings. Warm-up pitches do not count, only when the ball is live will the pitches count toward innings caught.
* A player who played the position of catcher for three (3) innings or less, moves to the pitcher position, and delivers 21 pitches or more in the same day, may not return to the catcher position on that calendar day.

**3.13.6 Official Pitch Count**

The official pitch count will be kept by the home teams Game Changer App and may be inspected at any time by the Director.

**3.13.7 Penalty**

Coaches who let pitchers exceed the Max Per Day limit or ignore rest requirements or pitching/catching ban will face suspension, as determined by the director. Additionally, any game with these infractions will result in a forfeit. Infractions do not have to be learned from a protest as the director has every right to look into all pitchers/rest days at any given time. Protests must be done in compliance with Rule 9.0 in the EJRT By-Laws.

**3.13.8** At the discretion of the director a pitcher may be removed from pitching if learned of pitching in a tournament on the weekend then coming to league games and also pitching without proper rest.

**Penalty for violating this is:**

**Forfeiture of game**

**Removal of head coach from coaching for a period of time to be determined by the director.**

**3.13.9 Keeping of score**

**3.13.9.1** EJRT will no longer be keeping paper books. The official book will now be Gamechanger and the home team is required to keep it. Each home team will enter the pitch counts and batting results in Game Changer under the leagues designated Game Changer team’s account.

**Any team found not entering the correct pitch count will forfeit the game and the head coach will be suspended for a time that the director deems.**

**3.13.10 Charged Visits in 10u and 12u**

**3.13.10.1** Each team, when on defense may be granted not more than two charged timeouts in the game without penalty, to permit coaches or designee to confer with pitcher or defensive players. If a game goes to extra inning only 1 charged time out per-inning with the 2nd being removal of pitcher.

**Penalty:** After two charged conferences in the game, or for any charged conference in excess of one in each extra inning, the pitcher shall be removed as pitcher from the game.

**3.13.10.2** Each team, when on offense may no not be granted more than one conference per inning to speak with batter, runners, or on deck batter. Any subsequent requests shall be denied by the umpire.

**3.13.11 Pinch Runner Rules**

In 6u and 8u a pinch runner may only be used for an injured play and at no other time. In 10u and 12u if a team is batting there entire line-up only time(s) a pinch runner may be used is for an injured player or for the pitcher or catcher. In 10u and 12u if you are not batting your entire line-up then normal substitution rules apply for pinch runners.

**3.13.12 Dugout selection**

Home team will take 3rd base dugout and Visitors will take 1st base dugout. Only time this will not happen is when a double header takes place on the same field.

**4.0.0** **Ejections**

**4.0.1** At any point during the season if a team has 2 ejections they will be removed from the league. Ejections can be that of coaches, Fans for the team, Players. Example: During the pre-season tournament coach A was ejected from the field for Team A. Later in the season a Fan for Team A was ejected. Team A now has 2 ejections and will be removed from the league.

**4.0.2** Any coach or fan ejected will immediately leave the field area and go outside the outside fences for the remainder of the game. Any coach or fan that does not immediately leave the field will result in the forfeit of the game, and possible action by municipalities. Also any coach or fan that doesn’t immediately leave will automatically be suspended for the remainder of the season.

**4.0.3** Any coach or fan ejected from the fields must meet with the director prior to coming back to the fields to either coach or watch. The director has the right to uphold the ejection or overturn it. Director has the right to uphold and suspend any coach or fan for any period of time to be determined by the Director.

**Rule 4.0 4YR T-Ball**

**4.1** Two defensive coaches will be allowed on the field of play at a time.

**4.2** T-ball a softer ball will be used for the safety of all players.

* 1. **Playing rules**

**4.3.1** Batter is only allowed three swings from the tee. Foul Tips count as a swing. After three swings if a ball has not been put into play batter is out.

**4.3.2** Ball must travel past front arch line for it to be fair if it doesn’t pass that line it’s a foul ball.

**4.3.3** Kid pitcher must remain behind second arch and in contact with pitching rubber until the ball leaves the bat.

**4.3.4** Coach helping the batter and controlling the tee can adjust the tee up and down for the batters.

**4.3.5** If a ball is put into play and an out is made the runner/batter that got out may stay on base.

**4.3.6** Time shall be called once all runners stop moving, or the ball has made it back to the pitcher.

**4.3.7** Time shall be called if the ball is overthrown at first base.

**4.3.8** Teams will bat through entire line up then switch.

**4.3.9** No score is kept during the game.

**These are only a few rules all others are in USSSA remember By-laws rule over USSSA rules.**

**Rule 5.0 6u T-Ball**

**5.1** Two defensive coaches will be allowed on the field of play at a time, but must be behind the deepest outfielders by the time the ball goes live.

**5.2** Baseball will be a normal 9’’ baseball.

**5.3 Playing Rules**

**5.3.1** Batter is only allowed three swings from the tee. Foul Tips count as a swing. After three swings if a ball has not been put into play batter is out.

**5.3.2** Ball must travel past front arch line for it to be fair if it doesn’t pass that line it’s a foul ball.

**5.3.3** Kid pitcher must remain behind second arch and in contact with pitching rubber until the ball leaves the bat.

**5.3.4** Two defensive coaches may be on the field, and must be behind the outfielders prior to the ball being put into play

**5.3.5** Coach helping the batter and controlling the tee can adjust the tee up and down for the batters.

**5.3.6** If a ball is put into play and an out is made the runner/batter that got out must go back to the dugout.

**5.3.7** Time shall be called once all runners stop moving, or the ball has made it back to the pitcher and pitcher is on the rubber in the circle, must be the pitcher not another player.

**5.3.8** When a player overthrows 1st base and the ball hits the fence behind the first basemen the following rules will be in effect. Time will be called and the batter will advance to 2nd base. Any runner on base will advance **ONLY ONE** Base. **An overthrow at first is at the umpire discretion and may not be challenged by a coach.(9-9-24)**

**5.3.9** Ten (10) defensive players shall play in the field with four (4) outfielders. The fourth (4th) outfielder shall not assume an infield position. The fourth (4th) outfielder must remain in the grass.

**5.3.10** No Bunting

**5.3.11** Must bat all present players

**5.3.12** 4yr old’s playing up must wear a mask while playing any infield position.

**5.3.13** All catchers must wear a mask while in the catchers position.

**5.3.14** All infield positions must be filled.

**5.3.15** All positions must be filled, and outfielders are to remain behind the white painted line if one is there, and if one is not there must remain behind the dirt of the infield or behind the dirt of the infield until ball is put in play.

**5.3.16** Pitcher must be in contact with pitching rubber when ball goes live.

**5.3.17** Only tee that can be used is the one provided by EJRT and tee must be place on top of home plate, with no part of the tee off of home plate.

**5.3.18** Coaches at 1st and 3rd may not touch a runner to assist them in advancing or returning to a base. First Offense is a team warning for all coaches. Second Offense is the runner being called out.(9-9-24)

**5.3.19** Once time is called the ball will be thrown to the pitcher and the pitcher will then throw the ball to their coach which should be standing near their dugout. This is to prevent the ball from being thrown towards home where a batter and coach might not be paying attention.

**5.3.20** A team my play with only 8 players without being forced to take an out. Once a team drops below 8 players it will be the decision of the opposite coach on if an out will be taken. Since a team can play a game with 8 only 1 out will be taken.

**5.3.21** A team must have at least 7 players to start a game.

**These are only a few rules all others are in USSSA remember By-laws rule over USSSA rules.**

**Rule 6.0 8u Coach Pitch**

**6.1** Ball used will be a 9in ball DOL-A or Equivalent to USSSA rules

**6.2** The pitching coach may not coach the batter at any time while they are on the field as a pitcher.

**6.3** Pitching and batting clarification from USSSA rule 8.14

**6.3.1** The batter shall receive a maximum of six (6) pitches or three (3) swinging strikes. Three swinging strikes is defined as the bat never making contact with the pitched ball when the batter swings.

**Examples:**

1. Batter gets a maximum of six (6) pitches unless the 6th pitch is a foul and they continue their at bat until they miss or put the ball in play.
2. In the event a batter fowls two balls off and misses the next they strike out.
3. In the event a batter swings at three ball and misses they are out.
4. In the event a batter fowls all 6 balls off they continue to bat until a ball goes into play or they miss the pitched ball.

**6.4 Playing Rules**

**6.4.1** Must bat all present players

**6.4.2** no bunting

**6.4.3** Ten (10) defensive players shall play in the field with four (4) outfielders. The fourth (4th) outfielder shall not assume an infield position must remain off the dirt of the infield.

**6.4.4**  When a batted ball hits the Pitching Coach, the following shall apply:

**6.4.4A** If in the Umpire’s judgment, the coach did not make a legitimate attempt to avoid contact, the batter is declared out and no runners shall advance.

**6.4.4B** If in the Umpire’s judgment, the coach did make a legitimate attempt to avoid contact, the ball becomes dead and a no-pitch is declared.

**6.5.0** There will be one defensive coach allowed on the field behind the catcher or off to the side. The coach must be back up against the backstop and cannot interfere with any play that is happening. The coach must retrieve all passed balls from his catcher that are not involved in a live play and return the ball to the pitching coach of the offensive team. The coach may remove a bat in the field of play to protect players for any play at home. The coach may also instruct his team in the field, prior to the ball being pitched.(9-9-24)

**6.6.0** A team my play with only 8 players without being forced to take an out. Once a team drops below 8 players it will be the decision of the opposite coach on if an out will be taken. Since a team can play a game with 8 only 1 out will be taken.

**6.7.0** A team must have at least 7 players to start a game.

**These are only a few rules all others are in USSSA remember By-laws rule over USSSA rules.**

**Rule 7.0 10u and 12u batting of line up and restrictions**

**7.1** 10u and 12u may bat their entire line up throughout the game or may play with 9 using the substitution rules for baseball.

**7.2** In 10u and 12u there will be no fake bunt hit and runs allowed. If a batter squares to bunt they must either bunt the ball, or take the pitch.

**Rule 8.0 Third strike drop rule for 10u and 12u**

**8.0.1** Third strike drop: On a 3rd strike drop the catcher has to throw out the batter-runner or tag him. If the batter makes an attempt to go back to the third base dugout then no tag or a throw to first will be required and the batter will be called out.

**8.0.2** Attempt defined: An attempt is defined as the batter turning or moving towards the third base dugout and making contact with the grass area outside the batter’s box/dirt area. An attempt is also the batter-runner leaving the batter’s box and the baseline towards first base dugout. If no grass exists than the attempt will be defined as the batter-runner moving 3ft from the batter’s box towards their respective dugouts.

* + 1. If first base is occupied there shall be no third strike drop, unless it is the 3rd out of the inning.

**8.1.0 Pitching rules**

**8.1.1** **Baseball Pitch Limits**

12U Division: 85 pitches Max per day

10U Division: 75 pitches Max per day

**8.1.2 Rest Requirements:**

Pitchers in 12U Division and 10U Division must adhere to the following rest requirements:

• 66 or more pitches in a day, four (4) calendar days of rest must be observed.

• 51 - 65 pitches in a day, three (3) calendar days of rest must be observed.

• 36 - 50 pitches in a day, two (2) calendar days of rest must be observed.

• 21 - 35 pitches in a day, one (1) calendar days of rest must be observed.

• 1-20 pitches in a day, no (0) calendar day of rest is required.

**\*NOTE: Under no circumstance shall a player pitch in three (3) consecutive days**

**8.1.3 Threshold Definition:** the minimum number of pitches regarding number of days rest. If a pitcher reaches a day(s) of rest threshold while facing a batter, the pitcher may continue to pitch until anyone of the following conditions occur:

1. That batter reaches base.

2. That batter is retired.

3. The third out is made to complete the half-inning.

The pitcher will only be required to observe the calendar day(s) of rest for the threshold he/she reached during that at at-bat, provided that pitcher is removed before delivering a pitcher to another batter.

**8.1.4 Returning to the Mound in same game:** A pitcher removed from the pitching position may re-enter once in the same game, provided that the maximum pitching limit has not been reached prior (10U- 75 pitches, 12U- 85 pitches) and has not went to the position of catcher prior to re-entering.

**8.1.5 Pitching/Catching Ban**

* A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of that day.
* Any player who has played the position of catcher in four (4) or more innings in a game is not eligible to pitch on that calendar day.
  + Note: The catcher receiving one pitch to a batter in the fourth inning constitutes having caught four (4) innings. Warm-up pitches do not count, only when the ball is live will the pitches count toward innings caught.
* A player who played the position of catcher for three (3) innings or less, moves to the pitcher position, and delivers 21 pitches or more in the same day, may not return to the catcher position on that calendar day.

**8.1.6 Official Pitch Count**

The official pitch count will be kept by the home teams Game Changer App and may be inspected at any time by the Director.

**8.1.7 Penalty**

Coaches who let pitchers exceed the Max Per Day limit or ignore rest requirements or pitching/catching ban will face suspension, as determined by the director. Additionally, any game with these infractions will result in a forfeit. Infractions do not have to be learned from a protest as the director has every right to look into all pitchers/rest days at any given time. Protests must be done in compliance with Rule 9.0 in the EJRT By-Laws.

**8.1.8** At the discretion of the director a pitcher may be removed from pitching if learned of pitching in a tournament on the weekend then coming to league games and also pitching without proper rest.

**Penalty for violating this is:**

**Forfeiture of game**

**Removal of head coach from coaching for a period of time to be determined by the director.**

**9.0.0** A team my play with only 8 players without being forced to take an out. Once a team drops below 8 players it will be the decision of the opposite coach on if an out will be taken. Since a team can play a game with 8 only 1 out will be taken.

**9.1.0** A team must have at least 7 players to start a game.

**Rule 9.0 Protests**

**9.1** Umpires work to settle all situations on the field. **9.2** Notification of the intent to protest must be made first to the head Umpire (home plate umpire) on the Field at the time of play. Coach doing the protest will give the $150.00 protest fee to the head ump at the time of the protest and explanation of what is being protested. Protests must be done prior to officials leaving the field.

**NOTE: A protest doesn’t mean the game is stopped. Game is played and if a protest is upheld then the team with protested item will forfeit the game and the head coach will be suspended (length of time to be determined by the director.**

At the conclusion of the game the protesting coach and protested coach will meet with either the baseball director, designee, or Umpire in charge on the matter. The coach being protested against will have 5 minutes to retrieve the items needed to prove the protest. If documents are not provided the protesting team will win the protest and the game will be forfeited by the protested team regardless of the outcome.

**NO DIGITAL COPIES OF ANY FORMS WILL BE ACCEPTED**

IF ANY ILLEGAL PLAYER WAS FOUND TO HAVE BEEN BEING PLAYED, OR IS EVEN ON THE ROSTER THE TEAM WILL FORFIET ALL GAMES UP TO THE POINT OF LEARNING OF THE ILLEGAL PLAYER EVEN IF THE PLAYER PLAYED OR NOT. ALSO THE HEAD COACH OF THE TEAM WILL BE REMOVED FOR THE REMAINDER OF THE SEASON.

**9.3 Protests are allowed for the following:**

**9.3.1** Age of players

**9.3.2** Rule interpretation (will be handled by the head Umpire on the field, and if needed by the UIC. The decision that is made is the final ruling on the matter)

**9.3.3** Substitution infractions (will be handled by the head Umpire on the field, if needed by the UIC or Baseball Director, or Designee. The decision that is made is the final ruling on the matter)

**9.3.4 Written protest may be made for anything not covered above by using the following steps:**

**9.3.4.1** Umpire in Chief must be notified of the item being protested.

**9.3.4.2** A written protest must be submitted to the Director of Baseball no sooner than 48 hours and no later than 5 days following the scheduled time of the game that had been officially protested, accompanied by a fee of $50.00 USD in money order form, which will be returned if the protest is granted. This is for regular season league games only. All Tournament protests must be submitted at the time of the game to the Tournament Director. Form can be found at www.ejrt.teamsnapsites.com under documents tab. Once the form is completed contact the Baseball Director by email at [ejrtdirectorbb@gmail.com](mailto:ejrtdirectorbb@gmail.com) to be collected. The final ruling on the matter will be the decision of the baseball director and will be given 72hrs of receiving the protest.