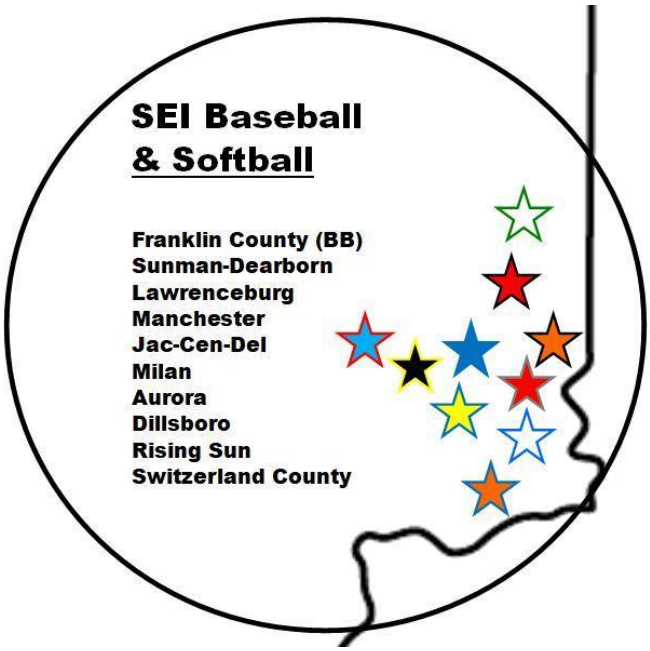


SEI BASEBALL RULES

EFFECTIVE 1/25/2026

2026 Season Rule Changes/Additions Highlighted

HOME TEAM LEAGUE RULES APPLY WHEN NOT SPECIFICALLY ADDRESSED IN THE RULES STATED ON THIS DOCUMENT

Guidelines for Lightning Safety

A chain of command and designated decision maker should be established for each organized practice and competition.

Coaches, Concessions Staff, athletes and board members should be educated regarding the signs indicating thunderstorm development.

Since the average distance between successive lightning flashes is approximately 2-3 Miles, anytime lighting can be seen, or thunder heard, the risk is already present.

Some leagues in SEI Baseball have city-mandated lightning policies that supersede the monitoring and time guidelines provided here and *will* be enforced regardless of this document.

In general, weather can be monitored using the following methods:

- Monitor weather patterns.
- Be aware of potential thunder and lightning storms by monitoring local weather forecasts and phone weather apps.
- Scan the sky and be familiar with weather patterns at your facilities.

Management:

- Evacuation: When lighting is present, or thunder is heard, all personnel, athletes and spectators should evacuate to designated safe areas. Generally, the dugouts at your facilities do not constitute a safe area.
- **SEI BASEBALL 30 MINUTE RULE: ONCE LIGHTNING HAS BEEN RECOGNIZED, IT IS REQUIRED TO WAIT AT LEAST 30 MINUTES* AFTER THE LAST FLASH OF LIGHTNING IS WITNESSED OR THUNDER IS HEARD. GIVEN THE AVERAGE RATES OF THUNDERSTORM TRAVEL. THE STORM SHOULD MOVE I0-12 MILES AWAY FROM THE AREA. THIS SIGNIFICANTLY REDUCES THE RISK OF LOCAL LIGHTNING FLASHES. ANY SUBSEQUENT LIGHTING OR THUNDER AFTER THE BEGINNING OF THE 30 MINUTE COUNT WILL RESET THE CLOCK AND ANOTHER COUNT SHOULD BEGIN.**
- ***TROJAN YOUTH BASEBALL RECOGNIZES A 20 MINUTE DELAY.**
- ***LAWRENCEBURG USES A LIGHTNING DETECTION SYSTEM THAT WILL ALERT WHEN IT IS SAFE TO PLAY**
- **NOTE: SEI BASEBALL RECOGNIZES 3 COMPLETE INNINGS AS A COMPLETE GAME**

COACHES QUICK REFERENCE	MAJORS (12U)	MINORS (10U)	COACH PITCH (8U)	TEE BALL (6U)
Base Paths	70’	60’	60’	60’
Pitchers Mound	50’	46’	35’	35’
Steals Permitted	Yes	*Yes	No	No
Lead-Offs Permitted	Yes	No	No	No
Balks	Yes	No	N/A	N/A
Infield Fly	Yes	No	No	N/A
Bunts	Yes	Yes	No	No
Dropped 3rd Strike	Yes	No	No	No
Inning Run Rule	N/A	6	6	N/A
Game Length	1:45	1:30	1:15	1
Mercy Rule (After 3/ after 4,5,6)	15/10	15/11	15/12	N/A

** Subject to “Catcher Control Rule” in 10U (Minors) section of rules*

PITCHING GUIDELINES:

PITCH COUNT	CALENDAR DAYS REST
66-85	4
51-65	3
36-50	2
21-35	1
20 or Less	0

MAX PITCHES PER DAY

11/12 YO	85
9/10	75

Additional Pitching Rules:

Note 1: A **pitcher** who delivers 41 or more **pitches** in a game cannot play the position of **catcher** for the REMAINDER OF THAT DAY, UNLESS the pitcher is engaged with a batter at the time of the 41st pitch.

Note 2: Any player who has played the position of **catcher** in four or more innings in a game is NOT eligible to pitch ON THAT CALENDAR DAY. One pitch in an inning is considered an inning pitched.

Note 3: Any Pitcher that hits (3) batters must be substituted and may not return to pitch

BAT RULES (All Levels)

ALL Bats must be Approved by USSSA. ALL Wood bats, Bats 1.15 BPF stamped bats or USA Baseball stamped bats 2-5/8" or 2-1/4" diameter are legal. **All bats** Maximum 32' length.

2026 2-¾" / "Big Barrel" Bat Rule:

- **ONLY BATS APPROVED BY USSSA ARE PERMITTED!** PLEASE VISIT: https://www.usssa.com/baseball/baseball-withdrawn-andor-non-compliant-baseball-bat-models to educate yourself on these bats.
- Any BBCOR bat withdrawn by the NCAA or NFHS will also be withdrawn by USSSA. Any USA Baseball stamped bat withdrawn by USA Baseball will also be withdrawn by USSSA.
- NOTE that the "illegal" bats are, or could be marked with the USSSA Stamp, and have been withdrawn. It is the coach's responsibility to ensure these bats are not used, and ARE NOT IN THE DUGOUT. It is the league administrator's responsibility to be aware of these bats, but will not police the teams, unless a bat is in plain sight.
- Use of an illegal bat will result in the offending user be called "out" *after* **PROPER APPEAL** to the **UMPIRE** by the **COACH**. In this case, and only in the case of an illegal bat – the challenge can occur **DURING** the at-bat **AND** be ruled as an out. This is to further encourage that these bats should NOT BE IN THE DUGOUT, and that if they are, an offense has already been made.
  Any further infractions during the same game should result in game forfeiture

  NOTE: Dillsboro will only allow 2-3/4" bats for 10U and 12U

CATCHER CONTROL RULE

Once the Catcher has control of the ball and the runner at 3rd base has stopped all forward progress, the runner at 3rd base MUST return to the base. **(This *does not apply to any runner at any base other than 3rd. All stealing is still LIVE for all other runners.) Once all legal runners have stopped, the play is dead until the next pitch.***

E.G.

Situation #1 - *Pitcher delivers the pitch. Catcher catches the ball and is in control of the ball. Runner from third stops OR takes a step back towards third base. Runnerfrom third MUST return to third base. All other runners can advance at their own risk.*

Situation #2 - *Pitcher delivers the pitch. Catcher catches the ball, but then drops the ball and is NOT in control of the ball. Runners may advance at their own risk.*

Situation #3 - *Pitcher delivers the pitch. Catcher catches the ball and is in control of the ball. Runner from 1st is advancing to 2nd and the catcher throws to second base OR overthrows the pitcher, all runners may advance at their own risk*

SLAP/SLASH BUNT (Butcher Boy Play)

A batter who squares to bunt CANNOT return to a hitting stance AND swing at the ball. Once the batter has squared to bunt, they must try to bunt the ball or pull the bat back to a non- hitting position. **(This *applies at all levels.)***

MAJORS LEAGUE (12U)

•Major league field is a 50/70 set-up. 50’ pitching rubber 70’ bases.

•Steals are permitted.

•Lead-offs are permitted.

•Games scheduled on Field 1 at Aurora will be 46/60 and No lead offs

•Balks will be called after 1 warning is issued.

•Games will be 6 innings or 1 hr 45 min whichever comes first. Please keep the pace of game moving along.

•No new inning will begin with less than 5 minutes remaining on game clock.

•MERCY RULE: 15 runs after 3 innings. 10 runs after 4, 5 or 6 innings.

•10 yr olds have a max of 75 pitches per day. 11-12 yr olds have a max of 85 pitches in one day.

•If a pitcher reaches their maximum count during an at-bat they may finish that at-bat.

•A pitcher CANNOT come off the mound and play in the catcher position if they have reached their maximum pitch count.

•A catcher who has caught any part of 4 innings CANNOT pitch for the remainder of the day. (1 pitch caught constitutes and entire inning.)

• Official rules of baseball apply to all other rules not mentioned.

** After 3 hit batters, the pitcher ***must*** be replaced and may not re-enter as pitcher for the remainder of the game

MINORS LEAGUE (10U)

•AAA (Minor) league field is a 46/60 set-up. 46' pitching rubber 60' bases.

•Steals are permitted once the ball crosses home plate. Leading off is not allowed.

(Subject to the walk rule described below)

•Catcher **Control Rule:** Once the Catcher has control of the ball and the runner at 3rd base has stopped all forward progress, the runner at 3rd base must return to the base. **(This *does not apply to any runner at any base other than 3rd. All stealing is still LIVE for all other runners.) Once all legal runners have stopped, the play is dead until the next pitch.***

•10 players may be on the field with 4 of them in the outfield. All outfielders must start the play in the grass.

•Bunts are allowed.

•Games will be 6 innings or 1 hr 30 min., whichever comes first. **(Games in Lawrenceburg, being played on Mon-Thurs, during month of May will end promptly at time limit. Batter at bat will finish at-bat, then game is over.)**

•6 runs max per inning. If it is determined BEFORE an inning starts that it will be the last inning, then the run limit will not be in force.

•No new inning will begin with less than 5 minutes on the game clock.

•No infield fly rule.

•MERCY RULE: 15 runs after 3 innings. 10 runs after 4, 5 or 6 innings.

•75 pitches is the maximum allowed in one day. If a pitcher is facing a batter while that limit is reached, he may finish at bat.

•11 and 12-year-old players are NOT permitted to pitch at this level.

•Balks will not be called in this division, but coaches are encouraged to teach pitcher's proper form.

•A pitcher CANNOT come off the mound and play in the catcher position if they have reached their maximum allowed pitches.

•A catcher who has caught any part of 4 innings CANNOT pitch for the remainder of the day. (1 pitch caught constitutes and entire inning.)

** After 3 hit batters, the pitcher ***must*** be replaced and may not re-enter as pitcher for the remainder of the game

MINOR LEAGUE (10U) WALK RULE

- Each inning the pitching team is allowed two walks. After the second walk of the inning, any batter walked by the opposing team will continue the at bat with the batting team supplying a pitching coach to finish the at bat. *(Thus, any subsequent walk in the inning will not take first base automatically)* A foul ball on last pitch will result in another pitch.

- Once the pitching coach has taken the mound, he must pitch with foot on the pitching rubber. The position player (pitcher) must be even with or behind the pitching coach. *(On field #1in Aurora, the player pitcher must have at least one foot on the dirt of the pitchers' mound area. On Field #2, the player pitcher must have both feet on the dirt of the pitchers' mound area.*

- The batter will continue the current at bat with the balls/strikes count that is current. The umpire will continue to call strikes. The batter can strike out or put the ball in play. *(e.g. the coach comes into the game with a 4 ball 2 strike count. The batter swings and misses on the pitch from the coach. The batter is out.)*

- Once the pitching coach is on the mound, stealing is not permitted. However, when the ball is put in play by the batter, regular baseball rules apply to the end of the play or until time is called.

The walk rule restarts each inning

-Rules about hit batter apply, even if on the 4th ball, except when pitching coach is on the mound. *(e.g. 3-1 count, first walk has already been put on base. Pitcher hits batter. Even though this is the second walk of the inning, the batter is awarded first base.)*

- The pitching coach, after delivering the pitch, must make every effort to avoid interfering with the play or being struck by the ball. If, in the opinion of the umpire, the coach does not make a reasonable effort to avoid such interference, the batter is out and a warning is issued to that coach. On the second occurrence that coach will be ejected, and batter will be called out.

- If the batter puts the ball in play and it hits the pitching coach, the play is dead and the batter is awarded first base. In this case, runners MUST be forced to advance to the next base. *(e.g. Runner on third. Ball put in play but hits pitching coach. The play is dead, the batter is awarded first and the runner on third stays at third.)*

COACH PITCH (8U)

- Coach Pitch is a 35/60 Set-up
- There is no stealing allowed at the 8U level
- There is no infield fly rule
- 10 Players may be on the field, with 4 of them in the outfield. ALL OUTFIELDERS MUST START IN THE GRASS
- The Coach/Pitcher must start with foot on the pitching rubber. The position player (pitcher) must be even with or behind the pitching coach. NOTE: DILLSBORO WILL USE A PITCHING MACHINE FOR 8U
- Games will be 6 innings or 1hr 15min, whichever comes first
- No new inning will begin with less than 5 minutes on the game clock
- MERCY RULE FOR 8U: 15 After 3 innings, 10 after 4, 5, or 6 innings
- 6 Runs max allowed per inning. If it is determined BEFORE an inning starts that it will be the last inning, then the run limit will not be enforced
- A betted ball, unintentionally coming in contact with the Coach/pitcher in fair territory, will be considered a dead ball and the batter will be awarded first base. All other runners must stay at their current base unless FORCED
- If a Coach/pitcher *intentionally* interferes with the ball in play *or* with fielders, the batter will be called out, and the offending coach is warned. On the second intentional interference occurrence, the batter will be called out, and the coach ejected from the game.
- A batter will receive up to 7 pitches to put the ball in play or strike out – WHICHEVER COMES FIRST. There are no walks. A foul ball on last pitch will result in another pitch
- A baserunner may advance **ONE BASE** on an overthrow *at their own risk.* (i.e, play at first and the ball is overthrown. Player may advance to second ONLY, but is still called out if a tag is applied before reaching second base safely). The same goes for other base runners on base at the same time. In short, you may go *one base at a time on overthrows ONLY.* If the defense continues to try to throw the runner out and overthrows, the offense may continue to advance – *one base at a time.*

NOTE: Dillsboro does not allow advancing to second base on an overthrow to 1st base

10U Rules CONTINUED…

- Runners may advance during play at their own risk.
- Once infielder is in possession of the ball, the defensive team may call time to stop the play. **NOTE:** ***CALLING TIME MUST BE A VERBAL AND HANDSUP GESTURE BY THE INFIELD PLAYER IN POSSESSION OF THE BALL AND IN THE IN-FIELD DIRT. NOT THE COACH OR ANOTHER PLAYER.***
- If time is called, the lead runners' position will be evaluated (at the moment of time being called). If that runner is beyond halfway to the next base all runners will be allowed to advance. If that runner is halfway or less than halfway, ALL runners must return to previous base, no matter their position on base paths, unless the runners are forced otherwise. (It is suggested that fields be marked with a hallway line between 1st and 2nd, 2nd and 3rd, and 3rd and Home.)
- TIME OUT RULE NOTES:
    - The intent of this rule is to allow defensive team to stop the play instead of throwing the ball around. This keeps singles from becoming runs on the same play because players can't catch. It also allows for coaches to teach their players to actually try to throw the ball to first base since that is a fundamental part of the game. The runner may get an extra bases in that instance, but they certainly shouldn't be allowed to score on that over- throw. This rule is also intended for balls that go into the outfield grass, NOT BALLS THAT NEVER LEAVE THE INFIELD.
        - *Example for ball not leaving in-field - Ball is hit to third base. The third basemanfields the ball and holds up hands and calls time-out. Time-Out is NOT granted. That play is still a live ball play and the runners may advance at their own risk*
        - *Example for ball leaving infield – Ball is hit to third base and rolls into outfield grass. The third baseman fields the ball and returns to the in-field and holds hands up and calls time-out. The time-out IS granted and the runners are subject the base they are entitled to via this rule. If an outfielder fields the ball he must return the ball to an infielder before time can be granted.*

INFIELDERS MAY NOT FIELD THE BALL AND CALL TIME OUT!!

TEE BALL (6U)

- There is no stealing in Tee Ball
- There is no infield fly rule.
- All players may be on the field, with normal (5) infield and the remaining players in the outfield.
- All outfielders must start in the grass.
- **NO CATCHER. Please allow a coach to catch the balls and return to pitcher. Also, it is suggested to have two or three balls for use during game. This will speed up the game and give the players more game time.**
- Suggest "soft tossing" 3 baseballs before placing the ball on a tee. The coach/pitcher must pitch near the pitching rubber (35' minimum distance is suggested). The position player (pitcher) must be even with or behind the pitching coach.
- Games will be a minimum of 2 innings. Do not start a new inning after 45 minutes of game time, unless you have not played the first 2 innings to completion.
- All players will bat each inning with the last batter running the bases and reaching home plate. Each base runner advances one base at a time, with the exception of the last runner. Since there are no outs and score is not kept, the runner will stay on the base regardless of safe/out.
- All players will receive 5 pitches. If they do not put the ball in play within the initial 5 pitches, a ball will be placed on a tee until the batter puts the ball in play. A foul ball on the last pitch will result in another pitch by the coach.
- Official rules of baseball apply to all other rules not mentioned.