

**2026 SEI Youth Baseball League
T-BALL (PreK 5yrs-Kindergarten) RULES**

USSSA Rules will be followed with these exceptions or clarifications:

1. All games last a maximum of 3 innings.
2. All players will bat through the order once per inning.
3. There are no outs recorded, players will advance one base at a time until they have reached home plate. The last batter of the inning will run all of the bases after hitting the ball.
4. This division is required to hit the ball off the tee. NO EXCEPTIONS.
5. Compression baseballs provided by the league are the ONLY balls to be used. Real baseballs will not be used at this level of play.
6. Equipment:
 - a. Bats – USA and USSSA bats are allowed.
 - b. Helmets – Faceguards are not required.
 - c. Spikes – Non Metal Spikes.
7. Bunting is not allowed.
8. Bases are set at 50 feet.
9. No score will be kept by anyone! This includes coaches, players, parents, and spectators. The emphasis is to learn the fundamentals and have fun playing baseball, not competition.
10. All players are to play the field during each inning, the infield will have only one player at each position, including a pitcher used as a fielder and a catcher with full protective gear. The remainder of the players will be in the outfield. These positions are required to rotate positions from inning to inning. This allows all the players to learn every position on the field.
11. A safety base will be used at first (1st) base. The orange portion of the base is reserved for, and required to be used by, the base runner advancing from the batter's box to first base when a play is being made at first. The white portion of the bag is reserved for the fielder.
12. Players shall not wear watches, rings, pins, jewelry or other metallic items during the game, except jewelry that alerts medical personnel to a specific condition.
13. Foul or abusive language will not be tolerated by the manager, coach, player, or fan(s) at any time. Violation of this rule will be grounds for automatic ejections from the game and possibly the park. The umpires and league representatives will be monitoring this rule very closely.

2026 SEI Youth Baseball League
COACHES PITCH (1st/2nd Grade) RULES

USSSA rules will be followed with these exceptions or clarifications:

The coach pitch league will play regular baseball with modified rules and in a controlled environment.

1. It is the responsibility of the coaches of both teams to understand that this is an instructional level game and that coaches from both teams are here to foster growth of the players and show good sportsmanship.
2. Baserunning:
 - a. Coaches will control the game as far as players advancing bases. Teach correct baserunning.
 - b. **Players may only advance on a batted ball. NO STEALING.** No advancement on over throws to any base.
 - c. When the ball is thrown into the infield from an outfield player:
 - i. Once the current play is coming to an end, players are at a base and the ball is attempted to be thrown/given to the coach that is pitching, the play is dead. Players will not be allowed to attempt to advance on overthrows.
3. Batting: No strikeouts. Coaches will pitch 5 hittable pitches per player, NO EXCEPTIONS, a Tee will be used on the 6th pitch! *Coaches will pitch from a knee or seated position.*
4. There WILL be outs recorded at this level of play. Although, 3 outs will not end the inning...All players will bat through the order once per inning.
5. The last batter of the inning will run all of the bases after hitting the ball unless they get out before reaching that point.
6. Games will be 1 hour in length.
7. Compression baseballs provided by the league are the ONLY balls to be used. Real baseballs will not be used at this level of play.
8. Equipment:
 - d. Bats – USA and USSSA bats are allowed.
 - e. Helmets – Faceguards are not required.
 - f. Spikes – Non Metal Spikes.
9. Bases are set at 60 feet.
10. Bunting is not allowed.
11. Offensive teams can have 3 coaches on the field. One pitching and a first and third base coach. Defensive teams may have 2 coaches on the field. Defensive coaches need to be in foul territory and in the outfield. No coach should assist or interfere with the player making a play.
12. No score will be kept by anyone! This includes coaches, players, parents, and spectators. The emphasis is to learn the fundamentals and have fun playing baseball, not competition.
13. All players are to play the field during each inning, the infield will have only one player at each position, including a pitcher used as a fielder and a catcher with full protective gear. The remainder of the players will be in the outfield. These positions are required to rotate positions from inning to inning. This allows all the players to learn every position on the field.
14. Players shall not wear watches, rings, pins, jewelry or other metallic items during the game, except jewelry that alerts medical personnel to a specific condition.
15. Foul or abusive language will not be tolerated by the manager, coach, player, or fan(s) at any time. Violation of this rule will be grounds for automatic ejections from the game and possibly the park. The umpires and league representatives will be monitoring this rule very closely.

2026 SEI Youth Baseball League
AMERICAN LEAGUE (3rd/4th Grade) RULES

USSSA Rules will be followed with these exceptions or clarifications:

2. The game will be 6 innings in length. A time limit of 1 hour and 30 min. for the game, with no new inning starting after 1 hour and 20 min. A game in the middle of an inning, that has started before 1 hour and 20 min. time will finish through the bottom of that inning. A game can end in a tie, no extra innings will be played.
3. An imposed Mercy (run) Rule shall be used to complete a regulation game when one team's margin of lead is greater than or equal to the listed run differential in the corresponding listed start inning. In enforcing this rule, the home team shall not bat if they are winning and the mercy requirement is met prior to the start of the bottom half of the listed inning. Similarly, if the home team is batting and meets the mercy requirement in the bottom half of a listed inning the home team shall cease batting and the game shall end.
 - a. 3rd Inning – 15 run differential
 - b. 4th inning and after – 10 run differential
4. Pitching:
 - a. Distance is 46 feet.
 - b. Warmup - The pitchers will get 8 pitches before the game and 5 pitches between innings.
 - c. Balks will be warned and discussed twice. Third offense will be called.
 - d. No intentional walks.
 - e. Pitchers removed from the mound may not return as pitchers. The manager must remove the pitcher when said pitcher reaches the limit for his/her age group (see below), but the pitcher may remain in the game at another position.
 - f. Pitch Maximum: 60 pitches per day
 - i. Exception: If a pitcher reaches the limit imposed above for his/her league age while facing a batter, the pitcher may continue to pitch until any one of the following conditions occurs: 1. That batter reaches base; 2. That batter is put out; 3. The third out is made to complete the half-inning.
 - g. Must adhere to the following rest requirements:
 - 60 pitches in a day: four (3) calendar days of rest
 - 36-59 pitches in a day: two (2) calendar days of rest
 - 21-35 pitches in a day: one (1) calendar day of rest
 - 1-20 pitches in a day zero (0) calendar days of rest

NOTE: Pitchers may complete a batter at each threshold above, including the maximum pitch count.

NOTE: Under no circumstances shall a player pitch in three (3) consecutive days.
5. **BALL FOUR – COACH PITCH:** To encourage both hitting and fielding development, batters who take ball four will not advance to first base. Instead, one of the batter's coaches will pitch to the batter until he either strikes out or hits the ball into fair territory. The batter will start with the same amount of strikes that were in the count as they had when they were walked. Any base runner that advanced on a steal during the ball four pitch will be sent back to the base that they previously occupied. There will be no stealing on any of the coaches pitches.
6. Substitutions—Unlimited except a pitcher removed cannot re-enter as a pitcher.
7. Equipment:
 - a. Bats – USA and USSSA bats are allowed.
 - b. Helmets – Faceguards are not required.
 - c. Spikes – Non Metal Spikes.
8. Bases are set at 65 feet.
9. Batting Order – All players will be inserted into the batting order and the order will not change unless injury. If a player is injured and does not bat in the order, he will not be allowed to play the remainder of the game and that position will be skipped for the remainder of the game. NOT AN OUT. Any player arriving late will be added to the end of the lineup.

10. 5 run maximum per half inning.
11. Bunting is not allowed.
12. Stealing – There is no leading off. When a pitcher is in contact with the pitching rubber and in possession of the ball and the catcher is in the catcher's box ready for delivery of the ball, base runners shall not leave their bases until the ball has been delivered and has reached home plate.
13. No infield fly rule.
14. Home is closed for runners on 3rd base on passed balls or the return throw to the pitcher.
15. There will be NO "dropped 3rd strike, batter advance". Any batter receiving a strike 3 call will be automatically called out.
16. Warm-up before the game will be 7 minutes on the field for each team—home going first. This will start 15 minutes before game time.
17. Home Team is responsible for providing a base umpire.
18. Home Team is also responsible for keeping the scoreboard. A coach must check out the controller from the concession stand. Sign in/out at the concession stand before game time.
19. Coaches must verify the score after each game. The home team is responsible for reporting the final score to their league director immediately after the game has concluded. Standings will be posted on social media each week by your league director.
20. Guest Players - Guest players can be used to assist in fielding a team for games. We do not want any team to have to forfeit in recreational baseball. Guest Players can be used from any team in the league (irregardless of town affiliation), but they must wear their original team's uniform and must be placed last in the batting order. Guest players MUST be registered in the league.

2026 SEI Youth Baseball League
NATIONAL LEAGUE (5th/6th Grade) RULES

USSSA Rules will be followed with these exceptions or clarifications:

1. The game will be 6 innings in length. A time limit of 1 hour and 30 min. for the game, with no new inning starting after 1 hour and 20 min. A game in the middle of an inning, that has started before 1 hour and 20 min. time will finish through the bottom of that inning. A game can end in a tie, no extra innings will be played.
2. An imposed Mercy (run) Rule shall be used to complete a regulation game when one team's margin of lead is greater than or equal to the listed run differential in the corresponding listed start inning. In enforcing this rule, the home team shall not bat if they are winning and the mercy requirement is met prior to the start of the bottom half of the listed inning. Similarly, if the home team is batting and meets the mercy requirement in the bottom half of a listed inning the home team shall cease batting and the game shall end.
 - a. 3rd Inning – 15 run differential
 - b. 4th inning and after – 10 run differential
3. Pitching:
 - a. Distance is 50 feet.
 - b. Warmup - The pitchers will get 8 pitches before the game and 5 pitches between innings.
 - c. Balks will be warned and discussed first. Second offense will be called.
 - d. No intentional walks.
 - e. Pitchers removed from the mound may not return as pitchers. The manager must remove the pitcher when said pitcher reaches the limit for his/her age group (see below), but the pitcher may remain in the game at another position.
 - f. Pitch Maximum: 75 pitches per day
 - i. Exception: If a pitcher reaches the limit imposed above for his/her league age while facing a batter, the pitcher may continue to pitch until any one of the following conditions occurs: 1. That batter reaches base; 2. That batter is put out; 3. The third out is made to complete the half-inning.
 - g. Must adhere to the following rest requirements:
 - 75 pitches in a day: four (4) calendar days of rest
 - 51-74 pitches in a day: three (3) calendar days of rest
 - 36-50 pitches in a day: two (2) calendar days of rest
 - 21-35 pitches in a day: one (1) calendar day of rest
 - 1-20 pitches in a day zero (0) calendar days of rest

NOTE: Pitchers may complete a batter at each threshold above, including the maximum pitch count.

NOTE: Under no circumstances shall a player pitch in three (3) consecutive days.
4. Substitutions—Unlimited except a pitcher removed cannot re-enter as a pitcher.
5. Equipment:
 - a. Bats – USA and USSSA bats are allowed.
 - b. Helmets – Faceguards are not required.
 - c. Spikes – Non Metal Spikes.
6. Bases are set at 70 feet.
7. Batting Order – All players will be inserted into the batting order and the order will not change unless injury. If a player is injured and does not bat in the order, he will not be allowed to play the remainder of the game and that position will be skipped for the remainder of the game. NOT AN OUT. Any player arriving late will be added to the end of the lineup.
8. 5 run maximum per half inning.

9. Stealing – Leading off is allowed.
10. No infield fly rule.
11. Warm-up before the game will be 7 minutes on the field for each team—home going first. This will start 15 minutes before game time.
12. Home Team is responsible for providing a base umpire.
13. Home Team is also responsible for keeping the scoreboard. A coach must check out the controller from the concession stand. Sign in/out at the concession stand before game time.
14. Coaches must verify the score after each game. The home team is responsible for reporting the final score to their league director immediately after the game has concluded. Standings will be posted on social media each week by your league director.
15. Guest Players - Guest players can be used to assist in fielding a team for games. We do not want any team to have to forfeit in recreational baseball. Guest Players can be used from any team in the league (irregardless of town affiliation), but they must wear their original team's uniform and must be placed last in the batting order. Guest players MUST be registered in the league.