

Thank you for playing with Eska Sports. Here are the rules for game play. If at any point you have a question during the game, please call time and get with the officials. Let's get the rule corrected for the kids to continue playing.

NFHS rules shall apply for any rules not specifically listed on ESKA SPORTS Rules.

Rule- Age Divisions and player eligibility

Players may play up, no more than two age divisions, but not down in age.

Age Division	AGE-BASED Maximum Age for Division		GRADE BASED Grade exception	Grade Exception Maximum Age
05U	Will not turn 6 years old prior to May 1st, of the current season	or	Currently in Pre K	And will not turn 7 years old prior to August 1st
06U	Will not turn 7 years old prior to May 1st of the current season	or	Currently in Kindergarten	And will not turn 8 years old prior to August 1st
07U	Will not turn 8 years old prior to May 1st of the current season	or	Currently in 1st Grade	And will not turn 9 years old prior to August 1st
08U	Will not turn 9 years old prior to May 1st of the current season	or	Currently in 2nd Grade	And will not turn 10 years old prior to August 1st
09U	Will not turn 10 years old prior to May 1st of the current season	or	Currently in 3rd Grade	And will not turn 11 years old prior to August 1st

10U	Will not turn 11 years old prior to May 1st of the current season	or	Currently in 4th Grade	And will not turn 12 years old prior to August 1st
11U	Will not turn 12 years old prior to May 1st of the current season	or	Currently in 5th Grade	And will not turn 13 years old prior to August 1st
12U	Will not turn 13 years old prior to May 1st of the current season	or	Currently in 6th Grade	And will not turn 14 years old prior to August 1st
13U	Will not turn 14 years old prior to May 1st of the current season	or	Currently in 7th Grade	And will not turn 15 years old prior to August 1st
14U	Will not turn 15 years old prior to May 1st of the current season	or	Currently in 8th Grade	And will not turn 16 years old prior to August 1st

Rule- Proof of eligibility (age-based)

In divisions 5U – 14U, all players participating in ESKA SPORTS Baseball tournament play shall always have photocopies of their original birth certificate in the possession of their team manager. Upon protest, failure to have a photocopy of the original birth certificate immediately available upon demand shall result in the offending team losing the game(s) and being ejected from the tournament

Rule- Proof of eligibility (grade-based)

All grade-based players must have a copy of their birth certificate, current report card, or official school ID with the grade, or any official government document stating the grade. Home school players if you cannot provide an official report card, then the player must play at his/her age division.

Rule- Rosters

Rosters are frozen before each event on a predetermined date. Players participating in a team’s lineup who are not listed on the roster are considered ineligible and will be removed from the event and the head coach will be ejected from the event. If the ineligible player has pitched during the event, he will be removed from the mound. **Managers & coaches must be listed on the team account or roster to be eligible to coach on the field during games.**

Tampering and Intentional Violations

- **First and Last Names:** The player's full first and last names are required without exception.
- **Prohibited Name Formats:** Nicknames, abbreviations, slang, shortened versions of names, initials, prefixes (e.g., "Dr.", "Mr."), or suffixes (e.g., "Jr.", "III") are strictly prohibited.
- **Date of Birth:** Each player's date of birth must be listed in the exact format MM/DD/YYYY and must match precisely with the information shown on the original birth certificate.

All players listed on a team's Official Online Roster must be identified using their legal name as it appears on their original birth certificate. Specifically:

When listing a player on your official online roster, team managers are required to use the player's first name and last name. No middle name, no nicknames, shortened names, slang names, initials, prefixes, or suffixes are allowed. Date of birth (in proper format – mm/dd/yyyy) must be listed EXACTLY as it appears on the player's original birth certificate, as a member on an eligible team's Official Online Roster. Failure to comply with this rule shall result in your team being prohibited from participating in ESKA SPORTS tournaments.

Rule- Multiple Rosters

Players found to be playing on multiple teams on the same weekend, anytime during an NCS event is prohibited. This includes different age divisions within the event.

Rule- Illegal Players

A player that is found to be illegal due to an age or grade violation during a league or tournament game shall result in the offending team losing the game(s) team and the player being ejected from the tournament; the team being placed last in the standings and forfeiting all awards, points, sponsors travel money and berths that would have been or have been awarded. The illegal player shall be removed from the offending team's Official Online Roster and additional penalties may be applied.

Rule-Classifications

- **Legends** is our most competitive division comprised of highly competitive teams. Equals to Major
- **Elite** is for strong teams that compete at a high level. Equals to AAA
- **Rookie** is comprised of local travel teams. Equals to AA

ESKA SPORTS Promotes high-level competition while ensuring fair play across all teams. To maintain competitive balance, teams must register in a division/classification that is equal to or higher than their ranking in any other sanctioning body.

Example: A team classified as "AAA" in another organization must register as a D2 or D1 team in an NCS sanctioned event.

Directors have the authority to change a team's classification at any time.

Rule- Bracket Seeding Procedure

- Record
- Head to head with only 2 teams tied
- Runs allowed
- Run Differential (8 Max per game)
- Runs scored
- Automated coin flip

TOURNAMENT TIME LIMITS:

A. In ALL games, the Official game time starts when UIC announces the game time.

B. The local tournament director may impose game times as deemed necessary. These times are recommended and may be changed with no prior notice. No new inning may start after time or innings have expired, except when a game is tied. In all tournaments, to help keep the event on schedule, pool play games may end in a tie. Pool play is used for seeding purposes only.

Age	Pool	Bracket	Innings
6U, 7U, 8U	55min	70min	6
9U, 10U	75min	90min	6
11U, 12U, 13U, 14U	90min	105min	7

EXTRA INNINGS (BRACKET PLAY):

A. Extra innings begin once the maximum time limit or innings have been reached and the score is still tied.

B. Last three batters on 1st, 2nd and 3rd base with one out; No count on the batter. Continue this format until a winner is determined

Batting, Line-Up & Offense Rules

Teams may elect to bat the following in a lineup

- Straight 9
- 9 with a DH
- 10 with an EH
- Entire lineup

NFHS substitute rules apply

The team must field a minimum of 8 players to start the game. If a team has less than 8 players at game time is forfeit time. Teams electing to bat their entire roster should note that in case of a player not being able to continue due to injury will only be an out the first time that player's spot comes up in the batting

order, however, in the case of a player ejection, the ejected player's spot will be an out every time that player's spot comes up in the batting order. A minimum of 8 players shall be required to start a game and teams cannot finish with less than 8 players with the 9th spot being an automatic out every time up. The 9th player can be added to line up in the 9th spot in the batting order at any time during the game as long as that player is legally rostered on the team. Starters may re-enter one time only in their original batting order. NOTE: In the event of a player being injured during a game and an injured player cannot continue and the team has no more players with eligibility (subs have been used) the last declared substitute used by the respective team then will be allowed to sub for the injured player. No outs are declared at this point. This exception is used to promote player safety and in the spirit of fair play.

Designated Hitter

(DH), may be used in the 9U-14U divisions. Normal substitution rules apply for the Designated Hitter (DH).

Extra Hitter

A team may use the EH, (extra hitter) if desired in any (Ages 9 thru 14) game. The manager must declare the use of an EH before the start of the game. The EH position shall be considered the same as any other position. Normal substitution rules apply. However, any team that begins play using an EH, must maintain a 10-player line-up throughout the game. If, due to injury, a team fails to field nine players, an out shall be recorded each time the EH was to have come to bat. Note: The extra hitter listed on the original line-up is considered the extra hitter for the entire game no matter what defensive position he assumes during the game. The extra hitter may occupy any position in the batting order. Once the game has commenced, the position of the EH in the batting line-up cannot change during the game.

Slash Bunts

Not allowed in ages 09U-13U. Penalty for slash bunt will result in an out & head coach ejection. No contact with the ball is required for an out to be called. 14U may use slash bunt on 60/90 field only.

Courtesy Runners for Catcher/Pitcher

The courtesy runner must be a legal substitute currently not in the game, which includes starters that have been substituted for, but are eligible for re-entry.

If you are batting your entire roster, the courtesy runner must be the last batted out.

If a team only has one substitute or only 1-out has been recorded, the courtesy runner will revert to the last batted out if the substitute is on base or the last batter in the lineup that batted out is on base.

Playing Field and Equipment

The playing field should be laid out according to age-specific dimensions. ESKA SPORTS will be played at the following distances:

- 5U - 8U 40x60
- 9U - 10U: 46x65 or 46x60
- 11U-12U: 50x70
- 13U: 60x90 or 54x80
- 14U: 60x90

Bat limitations

All bats must be marked 1.15bpf, BBCOR, or USA-stamped

5U-12U no weight restriction

13U- (-8), (-5) or (-3)

14U- (-5) or (-3)

Rule Metal spiked cleats are allowed only in 13U – 14U

Rule Catchers must use a full “hockey-style” helmet. 5U-14U

Rule Teams are permitted to use one-way electronic devices that transmit pre-recorded messages or signals to relay pitch or play calls from the dugout to players on the field (defensive or offensive players). Pitchers must still simulate taking a sign from catcher white in contact with rubber when using the one-way communication.

Live in-ear communication is restricted to the defensive catcher position and manager.

Pitching Rules

Note: Pitching limit rules only apply when the event/league has pitch tracking enabled or when it specifies on the "Event Info" section of the tournament/league that pitching rules will be used. The tournament/league director may set their pitching rule limit standards other than those seen below if listed on the "Event Info" of the tournament/league.

Rule

14U and Under: Once a pitcher is removed from the mound they are not eligible to return to pitch in the same game for any circumstance.

Pitching Limits

9U through 14U- 27 outs for the weekend. No more than 9 outs on Saturday to pitch the next day.

Rule Pitching Limit Violation Penalty- team will forfeit the game.

Pitching Mound Visits

Visits will remain 2 per inning, with a second visit to the same pitcher in the same inning resulting in a pitching change.

Rule- Free defensive substitutions. Only have to report a change, if the batting line-up changes.

Coach Pitch 7u - 8u

Rule

Pitching & Base Distances. 7U/8U uses 40' pitching and 60' bases.

Rule

Roster Size, Coaches, and Game Play Parameters. Teams will consist of no more than 20 players. There will be a Head Coach and a maximum of 3 assistant coaches (the maximum allowed is 4 Coaches). **You can bat 10 players, or full roster. Free defensive substitutions.** The batting order only changes if you bat 10 and not your full roster. A team can begin a game with 8 or more players. If you are playing with 8 or 9 players, when the 9th and 10th batting spots come up and there is not a player in that spot, an automatic out will be charged. Any player that arrives after the game begins will be added to the bottom of the batting order. If at any time the lineup falls below 8, either by ejection, injury or illness, the game results in a forfeit. If a player is ejected, then each subsequent scheduled plate appearance by the ejected player results in an out. When Batting the Roster there is free defensive substitution.

Rule

The Pitching Coach. The pitching coach must either straddle the rubber/line or stand on the rubber/line. The pitching coach shall not physically coach at any time while in the pitching position. **The pitching coach can talk to the batter to adjust him in the batter box, move him back or forward, or side to side.** If the pitching coach violates this rule the Head Coach will be warned. In the second violation, the pitching coach will be removed. If no coach is left to pitch, that team will forfeit the game. The pitching coach shall position himself as not to be an obstruction to the defensive team on any possible play once the ball has been hit. If the pitching coach intentionally obstructs a play, obstruction will be called, and the pitching coach shall be ejected. If no coach is left to pitch, that team will forfeit the game. If the pitching coach gets hit with a batted ball, the ball becomes dead and a no-pitch is declared.

Rule

If any coach is hit with a thrown ball unintentionally, the ball is dead, and runners cannot advance. If in the umpire's judgment, the coach did not make a legitimate attempt to avoid a thrown ball, the batter is declared out and no runners shall advance (basemen would be returned to their last legally occupied base).

Rule

Defensive Player Positions. When a team is on defense, they will play with 10 players on the field. Four outfielders (they must be in the outfield grass). There will be four infielders (they must stay behind a 30-foot arc until the ball is hit). There will be a catcher who must be in a catching position in the catcher's box. If in the umpire's judgment, the catcher does not stay in a catching position, he and the Head Coach will be warned. The second time this happens the Head Coach will be ejected from the game. If a new catcher comes into the game, they will be given a warning first, and ejection on the second occurrence. There will be a player pitcher (they must stay in the pitching circle until the ball is hit - the pitching circle is defined as being with 3 feet of the rubber to either side). If there is a violation of this rule, play continues and after the end of the play, the batting team has the option of keeping the play or taking a no pitch.

Rule

Infield Fly. There is no infield fly rule.

Rule

Bunting. Bunting is not allowed.

Rule

The batter shall receive a maximum of six (6) pitches or three (3) swinging strikes. However, the at-bat may not end on a foul ball. For example, if the 6th pitch is fouled, then a 7th pitch is awarded, otherwise known as a continuation of the at-bat. An at-bat will not end on a foul ball.

Rule

Intentional Walks. A player may only be Intentionally Walked once per game by an announcement from the defensive team.

Rule

Lead-offs and Stealing Base. Runners cannot lead off or steal bases. A runner is out if they leave the base before the ball is hit or reaches home plate and the ball is contacted. If the ball is put in play the runner will be declared out. If two or more runners leave the base early the lead runner will be declared out.

Rule

Courtesy Runners. A courtesy runner for the catcher of record in the previous inning may be used. The courtesy runner shall be a player not in the line up. If you are hitting the entire roster, the player who made the previous out can run. If no outs have been recorded in the game, the courtesy runner shall be the previous batter not on base or the last scheduled batter.

Rule

Max Runs Per Inning and Run Rule.

- Max Runs Per Inning = 7.
- Run Rule = 15 AFTER 3 COMPLETE INNINGS, 10 AFTER 4 COMPLETE INNINGS, 8 AFTER 5 COMPLETE INNINGS
- The game is over when the opposing team is mathematically eliminated from scoring enough runs to win or tie the game after time expires. **Run Rules still apply.**

Rule

Umpires shall call time after every play and declare the ball dead. Time shall be called as soon as the lead runner is not attempting to advance.

Rule

8U Defensive coaches shall not be allowed on the field of play along the foul lines (i.e., no outfield coaches) and shall coach from the dugout, or area immediately in front of the dugout as long as NOT to interfere with the offensive teams' base coaches or live play. The umpire can restrict to 2 field coaches and 2 dugout coaches as needed

7U 2 Defensive coaches **ARE** allowed on the field of play, along the outfield foul lines. The other 2 coaches shall coach from the dugout, or area immediately in front of the dugout as long as NOT to interfere with the offensive teams' base coaches or live play

Rule

Offensive coaches will be allowed at 1st and 3rd base only. All other coaches remain in the dugout, or in the area immediately in front of the dugout as long as NOT to interfere with defensive teams' ability to make plays. The umpire can restrict to 2 field coaches and 2 dugout coaches as needed.