

OFFICIAL BASE BASEBALL RULE BOOK



**Best American Sporting Events (BASE)
2027 Edition**

Mission

BASE Baseball provides a first-class youth travel baseball experience built on competition, integrity, sportsmanship, and player development.

BASE IS THE Standard.

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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 bunt attempt.
- **Conference:** Anytime a head coach gets permission to suspend play to talk to the players. Only 1 offensive 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.
- **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 an 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-** See Below
- **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). AA teams can only pick up players that are from other AA teams. AAA or Major players are **NOT** allowed to pick up to play with AA-class teams. AA players **ARE** allowed to pick up and play with an AAA or Major team.

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 player 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 player 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 permit 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.

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

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.

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.

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.

Age Divisions

6U T-Ball- Players turning 7, BEFORE May 1, are eligible if they are in the 1st grade (and don't turn 7 before Sep 1)

7U Coach Pitch- Players turning 8, BEFORE May 1, are eligible if they are in the 2nd grade (and don't turn 9 before Sep 1)

8U Coach Pitch- Players turning 9 BEFORE May 1, are eligible if they are in the 2nd grade (and don't turn 10 before Sep 1)

9U Division- Players turning 10 BEFORE May 1, are eligible if they are in the 3rd grade (and don't turn 11 before Sep 1)

10U Division- Players turning 11 BEFORE May 1, are eligible if they are in the 4th grade (and don't turn 12 before Sep 1)

11U Division- Players turning 12 BEFORE May 1, are eligible if they are in the 5th grade (and don't turn 13 before Sep 1)

12U Division- Players turning 13 BEFORE May 1, are eligible if they are in the 6th grade (and don't turn 14 before Sep 1)

13U Division- Players turning 14 BEFORE May 1, are eligible if they are in the 7th grade (and don't turn 15 before Sep 1)

14U- Division- Players turning 15 BEFORE May 1, are eligible if they are in the 8th grade (and don't turn 16 before Sep 1)

15U- Division- Players turning 16 BEFORE May 1, are eligible if they are in the 9th grade (and don't turn 17 before Sep 1)

16U- Division- Players turning 16 BEFORE May 1, are eligible if they are in the 10th grade (and don't turn 17 before Sep 1)

Classifications- For the first year (2026-2027) we will allow each team to play three tournaments before being classified. Every team will start as AA. Players cannot play down. Ex: No guest player can be picked up as a AA if they are AAA or Major.

A-30% or below wins ratio

AA- 30.01%-50% wins ratio

AAA- 50.01%-75% wins ratio

Major- 75.01% or above win ratio

Field Dimensions

Division	Base Paths	Pitching Distance
6U T-Ball	60 ft	Tee
7U & 8U Coach Pitch	60 ft	Coach Pitch
9U & 10U	65 ft	46 ft
11U & 12U	70 ft	50 ft
13U	80ft	54 ft
14U	80 ft	54 ft

Equipment

BASE adopts nationally accepted youth baseball equipment standards. Only approved bats, helmets, catcher gear and baseballs may be used.

Game Length

6U-8U:

9U-12

13U & 14U: 90 minutes

Game length and time limits may be adjusted by the Tournament Director for any BASE event.

Mercy Rule

14 runs after 3 innings.

8 runs after 4 innings.

Extra Innings

International tiebreaker: last completed batting order runner starts on second base.

Official Line up of Players and Substitutes

1 Rosters are required at all BASE-Sanctioned Events.

2 Online Rosters are required: Penalty: If a team's roster is not online and anyone protests on a player's 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.

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

4 Teams cannot play down in age group.

5 AA teams can only pick up players that are from other AA teams. AAA and Major players are **NOT** allowed to pick up to play with AA teams. C-class players **ARE** allowed to pick up and play with AAA or a Major team.

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

7 Team must start with 9 defensive players.

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.

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.

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.

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.

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.

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.

Pitching Rules

Pitchers are allowed a maximum of 21 recorded outs during a tournament weekend.

BASE does not use pitch counts. Pitching eligibility is determined solely by the number of outs recorded by the pitcher.

Balks will be enforced in applicable age divisions. Illegal pitches and pitching procedures will be administered under the Official BASE Baseball Rules.

Base Running

Head-first slides allowed.

Sliding

Malicious contact is prohibited and may result in an out-and-ejection.

FORCE SLIDE RULE-

- Players must slide "on the ground and in a direct line between the two bases," or "within reach of the base with either a hand or a foot" on the side of the base away from the fielder.
- Significantly, the runner is out if he slides beyond the bag and "makes contact or alters the play of the fielder." In other words, contact is not required if the runner slides past the bag and "alters the play of the fielder." However, the runner is allowed to slide through and beyond the base at the home plate.

Fake Bunt/Slashing-

In NFHS high school baseball, you can “fake” a bunt (slash bunt), but if you swing, it’s treated as a swing — not a bunt — and the standard swing rules apply. The rulebook does not penalize faking, but the play’s result is determined by whether the batter actually bunts or swings.

Ball

The ball shall be a sphere formed by yarn wound around a small core of cork, rubber or similar material and covered with two strips of white horsehide or two strips of white cowhide tightly stitched together. It shall be 5 to 5 ¼ ounces in weight and have a circumference of 9 to 9 ¼ inches. The Coefficient of Restitution (COR) shall not exceed .555. The ball shall meet the NOCSAE standard at the time of manufacture, and the mark is required on all balls. (Effective January 1, 2019) **A minimum of two umpire-approved baseballs per team shall be provided to start the game.** No less than two baseballs shall be used to complete the game.

Obstruction & Interference

Umpires will enforce obstruction and interference using BASE interpretations.

Protests

Judgment calls are not protest able. Rules interpretations must be protested before the next pitch or play.

Ejections

Unsportsmanlike conduct, profanity, fighting, or abuse of officials may result in immediate ejection. Ejected coaches must leave the complex.

Tournament Seeding

Win/Loss Record, Head-to-Head- (If more than 2 teams tie, H2H goes away and it goes straight to RD) Run Differential (Scored - Allowed), When totaling Scores allowed you can only win by 8 runs- Example: Actual Score 20-7, Calculated Score- 15-7, Total Runs Scored, Fewest Runs Allowed, First to Register (based on timestamp in system.)

Coin Toss/Championship Game

Coin Toss & Home/Away- *Pool Play-Coin Flip. Bracket-Higher Seed.*

Championship Game: Undefeated team chooses Home or Away. **If Game:** Coin flip for Home & Away

Weather

Tournament Director has final authority over delays, suspensions, cancellations, and rescheduling.

Sportsmanship & Conduct

Players, coaches, and fans are expected to display respect toward opponents, officials, and the game.

Tournament Director Authority

The Tournament Director has final authority on situations not specifically addressed in this rule book.

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 NFHS rules will apply.