

NEAAU BASEBALL RULES

In all age groups:

1. Regardless of where games are played, teams will split the cost of baseballs and umpires
2. Umpires should be paid before or during the game(s), not after.
3. In a doubleheader, teams shall alternate home and away regardless of site. This may vary in tournament play.
4. You may use the DH and/or the EP rule as described below.
5. Mercy Rule is in effect. (see below)
6. Speed Up/Courtesy Runner Rule is in Effect. (see below)
7. Complete game rule is in effect. (see below)
8. No age group shall be limited by the 2007 NFHS rules regarding bat specifications.
9. NFHS re-entry rule does apply.

DH and EP (Extra Player)

At the beginning of a game, either the EP and/or the DH may be elected. If elected, the DH provision used by the National Federation of State High School Association applies. This means you can DH for any position player. The Extra Player (EP) is listed in the batting order and may assume any of the nine defensive positions (including pitcher) without being counted as a substitution.

Under all of the following options, there are never more than the standard nine defensive positions.

1. Use neither DH nor EP, giving nine (9) players in the batting order and the same nine (9) players on defense.
2. Use only the DH, not the EP, giving nine (9) players in the batting order, one of which is replaced by another lineup player on defense.
3. Use only the EP, not the DH, giving ten (10) players in the batting order of which nine play on defense.
4. Use both the DH and the EP, giving ten (10) players in the batting order, but one of the nine (9) defensive players is replaced by the DH in that batting order. However, the DH can be removed during the game according to NFHS rules.

The same number of players that are listed in the batting order to begin the game will continue throughout the game. If the game is started using an EP, the game must be finished using an EP.

In case of injury, the NFHS rule book applies except that if an EP is being used and injury prevents that slot in the batting order from being filled, an automatic "out" applies in that slot.

MERCY RULE

In the 12U and younger groups, the 10-run rule shall apply after four innings (3 ½ innings if the home team is ahead) and in all age groups 13 and older, the 10-run rule shall apply after five innings (4 ½ innings if the home team is ahead).

In all age groups, the 15-run rule shall apply after three innings (2 ½ inning if the home team is ahead).

SPEED UP PROVISIONS

Courtesy runners may be used for the pitcher and/or catcher at any time. The courtesy runner must be a player from the bench who has not entered the game. A different bench player must be used for the pitcher and catcher if used during the same inning.

IN CASE OF RAIN OR DARKNESS

At 10U, 11U and 12U a game is official if four innings have been completed (3 ½ with home team ahead).

At 13U, 14U, 15U and 16U a game is official if five innings have been completed (4 ½ with home team ahead).

The following also apply in each age group:

10U:

- Base length is 60 feet, pitching distance is 46 feet.
- NO BALKS
- Games are six innings in length.
- NO metal cleats.
- Runner may leave the base after the ball crosses the plate.
- On a dropped third strike, batter is out and runners advance at their own risk.

11U and 12U:

- Base length is 70 feet, pitching distance is 50 feet.
- Games are six innings in length.
- NO metal cleats.

13U, 14U, 15U, 16U

- Base length is 90 feet, pitching distance is 60 feet 6 inches.
- Games are seven innings in length.
- METAL cleats are allowed.