NCAA BASEBALL EXPERIMENTAL RULES
2025 SEASON

The NCAA Baseball Rules Committee is interested in allowing institutions to experiment and provide data and feedback as it considers potential rules change in the future. Although this is a non-rules change year for baseball, the Baseball Rules Committee recommended two experimental rules, which were approved by the NCAA Playing Rules Oversight Panel.

Any conference interested in experimenting must submit the request in writing Stanley Broaden (sbroaden@ncaa.org). Conferences granted permission to experiment are required to collect data and submit it to the rules committee at the end of the season. The experimental rules are approved for the 2025 season during conference play only. The experimental rules will not be used during the NCAA postseason.

1. **Use of bat sensor technology for in-game data collection:**

To permit the use of metric sensors or data collection devices externally attached or embedded within the knob of the baseball bat for in-game collection of swing data. While data can be collected during the game, live access to the swing data will remain prohibited. Data collection will include the number of uses throughout the season (including during conference games and non-game scenarios), effectiveness of the technology, student-athlete experience and player development.

2. **Use of in-game data/technology in the dugout during a game:**

To permit the use of electronic equipment (tablets) to access scouting and analytics information during the game in the dugout. (Note: Access to pitch location [i.e., balls/strikes] must be restricted during the game.) The following information must be provided for consideration of this experimental rule: (1) An outline of the conference's plan for use of the electronic equipment, (2) the type of equipment that will be provided or used, (3) details on the conference's policies/procedures to ensure appropriate use of the equipment and (4) details of implementing a device management feature to limit access of applications and metrics during a game. Data collection will include the number of uses throughout the conference season, effectiveness of the technology for the purposes of coaching and player development.