



2015 Rules of Play

Oak Mountain Youth Baseball and
Softball

I. Organization and Administration

Article 1 – Mission Statement and Philosophy

Oak Mountain Youth Baseball and Softball has been organized as a youth baseball and softball program for all youth ages 4 to 18 years, regardless of sex, religion, race, color or physical handicap. Our mission is to provide a safe, recreational outlet for kids in and around north Shelby County.

Section 1: The children participating in our program put their trust in us and look at us as role models. That trust must not be broken. To ensure proper leadership and example, certain reminders for the Coaches are offered in the hope that all will accept them in the spirit they are given - mainly to ensure that the children involved in our program will not be misled by our failure in leadership. If we, as coaches and leaders, can do it, all will be rewarded. If, however, we forget the main purpose of our participation (to teach, listen, build teamwork and demonstrate fair play) we have lost not only the respect of the children, but also of our peers.

Section 2: With these thoughts in mind, we remind our coaches and parents of the following:

- Prime consideration is to be given to the player.
- You are dealing with immaturity; expect this from your player.
- Treat each player as an individual.
- Make each player on your team feel important.
- This is amateur athletic recreation, not a win at all costs life or death situation.
- Keep your personal ego out of the game.
- Remember the physical limitations of your players.
- Never condemn a player for an error. Point out the mental errors constructively.
- Use moderation in practice sessions, scheduling of games, and the amount of play for each
- Don't ignore anyone on your team.
- Set an example by being modest in victory, gracious in defeat.
- Know the rules. Always have a rule book with you.
- Insist that your players be properly and fully dressed.
- Never use any profane or questionable language around any of the players at any time.
- Never display any outbursts of temper.
- No Drug use (Including Alcohol) is permitted. No Tobacco Products are to be used by coaches or parents.

Section 3 It is expected by all board members, coaches, players and parents that all decisions and actions should be in the best interest of the league.

Section 4: Neither coaches nor players are allowed to harass or direct any outburst toward the opposing team.

Section 5: Spectators shall remain courteous and refrain from calling plays on the playing field, and shall not openly criticize.

Section 6: Neither a player nor a coach shall argue unduly with the umpires. Questions directed to the umpire for the coach's information and not argumentative in nature are not to be considered as undue argument. This does not include the questioning of balls and strikes. Questions should be directed at the interpretation of the rules and not the umpire's judgment.

Article 2 – Selection of Coaches

Section 1: Requests for head coaching positions must be submitted to the Board of Directors (BOD) at registration. Applications for head coaching positions must be submitted annually at or before registration.

Section 2: The League Directors shall submit a slate of approved coaches for the coming season to the Coaching Selection Committee (made up of the Executive Committee and Age Group Director) for confirmation.

Section 3: Age Group Directors are not permitted to coach within their own league.

Section 4: Any coach not selected has the right to meet with the Coach Selection Committee to discuss the reasons for the rejection.

Section 5: A coach will be assigned a team for only one (1) season. Each season coaches must make a new application for a team.

Section 6: A coach may only coach in one age group and only one team.

Section 7: In the event there are not enough coaches for the number of players registered, the Age Group Director and Executive Committee shall canvass registered assistants or previous coaches to fill positions.

Section 8: Coach Selections will be based on coaching evaluations, parent comments, Age Group Director observations from previous years, experience, league participation and other factors. Previous year coaches will be given first consideration, but are not guaranteed a coaching position.

Section 9: The league will provide coaches evaluation forms at the end of each year. The evaluation forms will be used as input for coach selections during the next year.

Section 10: The application process will require coaches to submit their social security number and other pertinent information. Potential coaches must also agree to a background screen before their application will be processed.

Section 11: It is desirable, but not absolutely necessary, that a Coach be knowledgeable in the game. However, it is absolutely necessary that he/she possess high moral ethics and that they be maintained.

Section 12: Each age group may decide separately if they wish to allow coaches to protect assistant coaches based on the following provisions.

- a. All Coaches must declare an assistant coach to the AGD before players have been have been re-ranked at the pre-draft meeting and prior to the draft order being set.
- b. Assistant Coaches must have agreed before-hand to be an on-field assistant coach and be registered in the system as an assistant. The coach cannot pick a replacement assistant coach should the declared assistant be unable to fulfill his/her role on the team.
- c. Only after all coaches have declared an assistant to the league director (or their intention to not have an assistant coach) the AGD will announce each Coach's assistant to the group and each coach can vote whether or not they want to allow assistant coaches for the entire age group. A Majority vote from all coaches is necessary to allow protected assistant coaches. The AGD(s) and or League Commissioner will vote in the case of a tie.

Article 3 – Player Evaluations

Section 1: The League Commissioner, along with each League Director, is responsible for ensuring all player evaluations and stocking of teams is done in a proper and equitable manner.

Section 2: For Baseball, all players in the Baseball 6 year-old age group, 7 year-old age group, and all players who have not played in the spring league in the previous season are required to participate in the evaluation process. Returning players in ages 8 and above will not participate in evaluations. Evaluations are not conducted for the fall program.

Section 3: The league will provide coaches with a roster and evaluation form for all players to be evaluated. Coaches will use this form to rate each player. Coaches may choose their own rating scale for each of the skills being evaluated: Throwing, Catching, Fielding, Running and Hitting. Coaches will finalize their evaluation form by entering a final score for each evaluated player with a range of 9.999 (most talented) to 1.001

Section 4: Once each coach has entered their draft/evaluation scores, the Age Group Director will calculate a pre-draft player score. In the final calculation, the highest and lowest scores will be thrown out and remain scores averaged to determine the final draft score.

Section 5: In age groups where players are not evaluated, coaches shall review and adjust the players' scores in the league provided software. Previous year's draft scores are available to coaches. Scores should be adjusted based on a coach's knowledge of the players, previous year's all-star eligibility along with other known factors. If a coach does not have adequate knowledge to adjust a player's score, the previous year's draft score should be used.

Section 6: All scores entered in the league software should be within a range of 9.999 (most talented) to 1.001. All scores should be carried out 3 decimal places to provide for adequate player separation.

Section 7: The Age Group Director shall review the pre-draft scores. Players who did not attend evaluations will be given a score of 1.001 by the AGD. The AGD should make an effort to obtain an estimate of the playing ability for each player who does not have a draft score and share it with the coaches in an effort to assign a reasonable draft score. This should complete the pre-draft scores which will then be distributed to the coaches in preparation for the pre-draft meeting.

Section 8: A pre-draft meeting will be held prior to the official team draft to review player scores. The Age Group Director will provide each coach with a player roster indicating their pre-draft score. These scores will be reviewed by the coaches and Age Group Director for accuracy. Any adjustments to the player score must be agreed on by the majority of coaches.

Section 9: The AGD shall complete any player score adjustment and provide the coaches with the player final ranking report at least 3 days prior to the scheduled team draft. League Directors are responsible for updating player evaluation ratings in the League provided software to be imported into the draft program.

Article 4 – Selection of Spring Regular Season Teams

Section 1: The selection of teams will be the responsibility of the coaches from the respective league and administered by the Age Group Director and League Commissioner or member of the Executive Committee.

Section 2: The team selection (draft) will be conducted by all leagues (Baseball 6 and up and Softball 8U and up) using the draft software provided by the league.

Section 3: Coaches are provided with a roster of players with their final draft ranking at least 3 days prior to the scheduled team draft.

Section 4: The Age Group Director shall determine the 1st round draft order by having the coaches participate in a blind draw. The draft order drawing should be held at least 3 days prior to the scheduled team draft. Team name selections will be determined by a blind draw. Coaches may not swap draft drawings or attempt to circumvent these procedures in anyway.

Section 5: The Age Group Director shall assign the team name and 1st round draft order to each coach in his league. He should also review his league rosters for completion prior to the draft to ensure that all players are listed.

Section 6: With Coach Assignments, team assignments, first round draft order and players rosters complete, the Age Group Director shall set a date for player drafts with the coaches. It is mandatory that all coaches attend. The AGD shall work with the coaches to set a draft date that will allow all to attend, if possible. If not possible, coaches must send a representative.

Section 7: The Age Group Director shall use the league provided software to conduct the draft. With all coaches present, the Age Group Director shall access the draft setup and begin the draft.

Section 8: The player draft will begin by following the 1st round drawn order. Subsequent draft order for each round is determined by the total score for each team at the end of each round based on the cumulative draft score of the players selected. Each round, the team with lowest cumulative draft score will pick first, followed by the remaining teams in ascending order by cumulative score (i.e., the team with highest cumulative score at the end of each round will pick last in the next round). This process will be followed until there are no longer enough players remaining to evenly stock all of the teams.

Section 9: The final round order is determined like previous rounds. However, if there are not enough kids to be evenly distributed to all of the teams, coaches may pass on a player until there are an equal number of teams left as players. When this occurs, coaches must select a player.

Section 10: Coaches' kids must be taken in the round in which they are assigned.

Section 11: Players who were assigned a draft score of 1.001 (indicating players who were not at evaluations or could not be scored) cannot be selected until the last round. If there are more 1.001 rated players than teams available in the last round, those players may be taken in the next to last round.

Section 12: After all players have been drafted, it is at each coach's discretion to make one trade. A player may only be traded once and coach may not trade more than one player. All trades must be approved by the commissioner after discussion with the other coaches and must be concluded at the time of the draft, no exceptions.

Section 13: It must be remembered that this program is for all players, not just those few selected to participate in post-season tournament play. Accordingly, no steps may be taken to circumvent the spirit of these procedures in order to "stack" a league for tournament play. Any violation of these procedures through gentleman's agreements, "protection" of players, etc., when brought to the attention of the League Commissioner or President will result in the invalidation of the team selection process.

Section 14: In the event a player is added after the draft has occurred, the Age Group Director will assign the player to the team with least number of players. If several teams are equal, the coach who would have had next choice in the draft has the first option.

Section 15: Any exception to the written rules of the draft and evaluation requirements must be presented to the By-Laws and Rules Committee and approved by the Board of Directors.

Section 15: For the spring baseball division ages 3 thru 5, team selection will be conducted by the Age Group Director using the league provided software. Teams will be evenly divided as much as possible. In the fall program, the AGD may honor parent's requests for kids to play together as long as those requests are not a detriment to other teams. Parent requests are not guaranteed.

Article 4 – Selection of Fall Recreational Teams

Section 1: For the fall recreational program team selection will be conducted by the Age Group Director using the league provided software. Teams will be evenly divided as much as possible. In the fall program, the AGD may honor parent's requests for kids to play together as long as those requests are not a detriment to other teams. Parent requests are not guaranteed.

Article 5 – Game Day Responsibilities

Section 1: Coaches are responsible for ensuring that game day tasks are completed, all safety equipment is available, equipment is stored after use, and that the fields and surrounding areas are safe and clean. Coaches should encourage parents to participate in keeping the playing fields and surrounding areas free from trash and safety hazards. Any safety issues that cannot be handled by the coach must be reported to the Field Director or Age Group Director as soon as possible. Coaches are representatives of the park and have the responsibility and authority to make sure the environment is safe for the kids. Coaches have the responsibility to address any safe, dangerous or inappropriate behavior both on the field and the surrounding areas from players, parents, or siblings.

Section 2: The first two teams to play on a field in any given day must prepare the field for play. This includes lining the field and ensuring the proper playing equipment and game equipment is ready for use. The last two teams to play must secure all equipment, brush the field, and turn off the lights. Repeated failure to perform these duties will be grounds for removal as a head coach. For all subsequent games played in a given day, the home and visiting teams are responsible for lining the fields for their game. All teams are required to clean up the fields and dugouts after each game.

Section 3: The home team will occupy the first base side dugout and supply the official scorekeeper. The home team shall ensure the field is lined prior to the game. On fields where practice areas like batting cages are shared, the home team has the cage 1 hour to 30 minutes before game time. However, as a matter of common sense and courtesy, it is desirable that coaches work together to share warm-up time. Each team shall supply one official game ball.

Section 4: The visiting team will occupy the third base dugout and is responsible for the working the scoreboard and PA system if available. The visiting team shall ensure that all equipment is safe and ready for play. On fields where practice areas like batting cages are shared, the visiting team has the cages 30 minutes before game time. However, as a matter of common sense and courtesy, it is desirable that coaches work together to share warm-up time. Each team shall supply one official game ball.

Section 5: Official scorebooks will be provided for each field and must remain at the field. If an official book cannot be found, the coach shall provide a page out of his/her scorebook. An official record MUST be kept. Each team shall provide their line up to the scorekeeper at least 15 minutes prior to game time. The scorekeeper shall enter the line-up, note the team names, and indicate visitor or home team. Official game time should also be noted at the top of the page. The umpire's number or name should be indicated on the bottom of the page. During the game, the scorekeeper shall note all substitutions, record outs, runs, innings played, injuries, protests and balls and strikes. The scorekeeper may not get involved in the game unless requested by the head umpire.

Section 6: For Baseball Leagues 9 and up, it is mandatory to keep up with the number of pitches and innings a pitcher pitches. (If the pitcher pitches 1 pitch in an inning, it is considered a third of an inning pitched). Record the pitcher and the innings pitched in the appropriate box at the bottom right side of the score book. Do this for each and every pitcher. The official scorekeeper should also count each and every pitch thrown by every pitcher who enters the game. It is not the duty of the official scorekeeper to announce or inform coaches of pitch counts, but you must be prepared to answer when questioned.

Section 7: The scoreboard and PA announcer shall work with the scorekeeper to keep the scoreboard operation accurate. The scoreboard is easy to operate. Be attentive in recording each ball, strike, and so on (the scorekeeper can assist you). Do not let children "play" with the scoreboard. If PA equipment is available the announcer should announce each batter, score and provide play by play if capable. They should also announce each of the teams' sponsors during the game. Do not allow children to "play" with the announcing equipment. At the end of the last game, the scoreboard equipment, PA equipment shall be returned to the equipment dugout. For

consistent operation of the scoreboards and PA equipment, the equipment must be kept dry and stored properly.

II. Common Rules of Play

These OMYBS Park Rules supersede all other rules during regular season play. Post-season teams are required to play under all of the specific affiliation rules. With the exceptions listed in this rule book, the following are the rules books that govern play during the regular season.

- BASEBALL: The Official Rule Book of Baseball shall govern the rules for baseball play.

1:00 – The Playing Field

1:01 Field distances shall be regulation size or appropriate for the age group participating.

1:02 Coaches are responsible for insuring that the playing field is safe for use. Unsafe or inadequate conditions should be reported to the Field Maintenance Director.

2:00 – Equipment

2:01 Helmets with chin straps and face guards must be worn by all players in the 5-12 age groups at all times when offense players are on the field of play. This includes the batter, players on base, and the player in the on-deck circle. Players ages 13 and above must wear helmets with chin straps. Umpires will issue one (1) warning per game for failure to wear a chin strap. This warning will be announced to both teams' coaches regardless of which team commits the infraction. From that point forward, any batter or base runner on either team who is not wearing a chin strap will be called out when the umpire notices the infraction. It is the coach's responsibility to make sure each batter/base runner is equipped to meet our park standards.

2:02 Players playing the pitching position in ages 6-8 must wear a helmet w/face mask and chin strap in addition to a chest protector

2:03 For Baseball: Bats 2-3/4" barrels, 2-5/8" barrels and 2-1/4" barrels with any length-to-weight differential are allowed for all ages 5-12. Beginning with the 2010 season, ages 13 and above must conform to the Alabama High School Association rule.

3:00 – Re-Entry Substitutions

3:01 For Baseball league age groups 7 and up, coaches shall be permitted free substitutions of players in defensive positions. However, excluding the pitcher position, only one defensive change may be made per inning. "Change" is defined as substituting players for other players currently on the bench or moving players that are currently on defense from one position to another. A defensive timeout will be charged to the team making the substitution. However, the timeout does not affect pitching visits to the mound.

3:02 All players present at a given game are considered to be in the game based on the fact that all players in the batting lineup. Metro rule pertaining to substitutions and/or courtesy runners based on a player not being "in the game" is not applicable at OMYBS as all players present are considered in the game.

3:03 In the event a player is injured or becomes ill during a game, the player can be taken out of the lineup without being charged as an out when his/her time at bat comes up. If the player is taken out of the lineup due to injury, the player may not return to the game. If a player is in the line-up and refuses to bat when his/her time comes up, the player is out. Once a player has been placed in the line-up, he cannot be removed from the game except for injury or an excused absence, which shall be agreed upon by the coaches. Any team caught trying to fake an injury to better secure a victory or for any reason will automatically forfeit the game. Any player ejected will take an out at his/her turn at bat.

4:00 – Manager and Coaches

4:01 Head Coaches must agree to attend evaluations and pre-season practice, workdays, team drafts and all other coach related functions. In the event coaching clinics are conducted prior to the opening of the season, they will attend unless illness or employment interferes with the schedule. If a head coach is unable to attend they should make send an assistant coach.

4:02 Each coach is responsible for (a) appointing a team parent to work with the league and (b) to assist in obtaining a team sponsor. This should be coordinated with the Activities Director.

4:03 A coach should conduct him or herself in such a manner as to always be an example of sportsmanship. Coaches/Assistants/Parents should not engage in the questioning of the umpires calling of balls and strikes. Coaches who constantly argue with umpires calls will be subject to expulsion by the umpires.

4:04 If a coach or assistant coach is expelled from a game, he/she must notify the League Commissioner, President, and League Director within 48 hours of the expulsion and request a conference to discuss the events. Failure to contact the League Commissioner, President and League Director to set-up a conference within 48 hours will result in additional current season penalties. If a second expulsion occurs, the coach will be automatically expelled from his/her coaching responsibilities for the duration of the current season. If a coach is expelled from a game and is asked to leave the park and refuses, the coach is automatically expelled from his/her coaching responsibilities for the duration of the current season. **There is no appeal.** ** For the purpose of this rule, expulsion from a game by an umpire includes being removed from the field of play and/or confined to the bench for the duration of the game.

4:05 The league will provide coaches evaluation forms at mid-season each year. The evaluation forms will be used as input for coach selections during the next year.

4:06 The League Commissioner and/or League Director may suspend a Coach for infractions of rules or conduct. A suspended Coach shall have the right to appeal such suspension to the Board of Directors of the Association at a special meeting called as promptly as possible and the decision of the Board shall be final

5:00 – Regulation Games (See Age Group Specific Rules)

5:01 Regular season games shall be played under age group specific time limits or age group specific innings, whichever comes first.

5:02 League Championship games will be played under the age group specific innings limit.

6:00 – Pitching Rules (See Age Group Specific Rules)

6:01 If a pitcher throws one (1) pitch during an inning and is removed as the pitcher, that pitch will constitute 1/3 an inning pitched. If a pitcher throws one (1) pitch after the first out is retired during an inning and is removed as the pitcher, that pitch will constitute 1/3 an inning pitched and the pitcher will have record 2/3 of an inning pitched. If a pitcher throws one (1) pitch after the second out is retired during an inning and is removed as the pitcher, that pitch will constitute 1/3 an inning pitched and the pitcher will have record a whole inning pitched. If this rule is violated, the game shall be forfeited.

6:02 The pitching rules are enforced based on when games are officially played. Weekly pitching limits are enforced using a Saturday to Friday week.

7:00 – Forfeiture, Appeals and Protests

7:01 In the event a game is protested, the coach protesting the game must notify the umpire in charge, the opposing coach, and the official scorekeeper that a protest has been issued before the next pitch is thrown after the incident causing the protest. The official scorekeeper shall indicate the reason for the protest, date/time and ensure the official scorebook is secure.

7:02 The League Commissioner will ask the umpires involved in a protest and the other coach to submit a written report of the protested game to him within forty-eight (48) hours of receipt of the written protest. There is a **\$100** protest fee required from the protesting coach, payable at the time of the protest. This fee shall be given to the official scorekeeper for safekeeping and will be refunded should the protest be upheld.

7:03 The League Commissioner shall select a protest committee made up of three (3) members who are not involved in the league in which the protest is being made. The League Commissioner shall chair this committee and shall not have a vote. Upon review of the written reports, the protest committee shall rule on the protest. The decision will be communicated to both coaches and umpires involved within forty-eight (48) hours of the decision. The League Commissioner shall handle all protests as soon as possible in order to eliminate delays in making up the protest game.

7:04 No team shall forfeit a game solely because it cannot provide eight players for a game. The game shall be played with the deficient team fielding all members possible. A team with less than eight (8) players (or nine (9) for ages 7 and 8 and 8U) shall submit a blank in its batting order for each player less than eight (8) (nine (9) for ages 7 and 8 and 8U) in a place selected by the coach, and that team shall be credited with an out at each occurrence where each blank would come up to bat.

7:05 If a deficient team has knowledge of its deficiency prior to a game, the coach may select a player[s], at his/her option, from the same age group to complete a team of no more than nine (9) players (no more than ten (10) players for Baseball 7 or 8 year old age leagues and Softball 8U) provided that the selected player(s):

- a.** has not been called up by the same team previously in the season;
- b.** will not cause his team to be deficient by being called up;
- c.** will not affect other scheduled functions planned by the team unless his/her coach approved the call up,
- d.** must be played as an outfielder unless the deficient team has fewer than six (6) players present. In this situation a called-up player may play on the infield, but may not play the positions of pitcher or catcher;
- e.** must bat after all regular team members who are present; and
- f.** must come from the same age group and be from the same draft round or lower (as determined before the draft) as the player being replaced.

8:00 – Schedules/Games

8:01 The league Scheduling Director will be responsible for forming league practice and game schedules.

8:02 In the spring, the league will provide games for each team. Typically, each team shall be assigned one weekday and one weekend day game. In the fall, games will be played on Sunday afternoon.

8:03 Game schedules will be made as fair and equitable among all teams as possible.

8:04 Coaches may not decide to cancel or reschedule a scheduled game. All game cancellations are the responsibility of the Field Director or League Commissioner. Coaches who cancel or reschedule games will incur a forfeit for that game.

8:05 The scheduling of practice games, additional practices or any field usage must be done in writing directly to the Scheduling Director.

8:06 Inclement Weather: When rain has created doubt as to whether the game shall be played, the Field Director/President shall determine if conditions will permit the game to be played. Their decision is final. The field director shall notify the League Directors of cancellation of play and the League Directors will notify the coaches in their league. Once a game has begun, it is the responsibility of the umpire to determine field conditions and whether a game shall continue.

8:07 Where practical, all games shall be played to completion. The time limit shall begin with the scheduled game time or 15 minutes after the completion of the previous game (whichever is later) and continue until the last out of the last complete inning. A new inning begins the instant the last out of the previous inning is made. Official game time shall be kept by the umpire or his designated representative. To maintain game schedules, a new inning will not start if there are five or less minutes remaining on the official game time. The starting time of each game should be recorded and announced by the scorekeeper. If the game is tied at the end of regulation time and both teams have batted an equal number of innings played, the game shall be declared a tie. If the designated number of innings has expired, but there is still time remaining, one more inning may be played to settle the tie. If the game is still tied at the end of one extra inning, it will be declared a tie regardless of the remaining time.

8:08 In the event of rained-out games or any other rescheduled or make-up games, the League Commissioner shall have the responsibility of scheduling the make-up games, and these rescheduled games shall take preference over any practice sessions. Rained out games shall be made up at the earliest date possible.

8:09 In the event a game is called during actual play, the game shall be rescheduled by the League Scheduler and League Director. Upon restart of the game, play shall resume at the point it was halted. This includes runs and outs. The official scorekeeper has the responsibility of recording all statistics at the time the game is called. This is to include, but not limited to, the number of innings pitched by both pitchers, the score, the number of outs, the official line-ups of both teams, the number of balls and strikes on the current batter and the players on base and the bases they are own. The official score keeper should then make the two coaches aware of all the statistics and obtain their approval.

8:10 After this is done, the official score keeper should then deliver this information to the League Director.

8:11 The mercy rule shall be in effect for all ages 9 and above. If a team is leading its opponent by at least 15 runs at the end of 3 innings or 10 runs at the end of 4 innings, the game shall be terminated and the team in front declared the winner.

9:00 – Special Rules

9:01 A no-slashing rule will apply to baseball leagues and all age groups. (The batter faking a bunt, then pulling back and taking a full swing). Any player guilty of slashing will be called out. In the event the ball was put in play, it will be ruled a dead ball with the batter being called out and no runners are allowed to advance.

9:02 For fall baseball (ages 7 and up), a team's at bat is over when one of the following occurs: 1) The defensive team records 3 outs or 2) the offensive team bats every player present at the game.

9:03 Games starting times, player entrance into the game and pitcher-innings pitched must be recorded by the official score keeper in the official score book. The scorekeeper's book is the only scorebook to be used by the league. It is up to the coach to determine the accuracy of the entries after each game. Coaches of each team should keep the opposing team's scoring in a scorebook. Official lineups must be given to the opposing coach before the game commences.

9:04 The coach shall submit a batting order line-up which shall include all team members which are present, regardless of the number. The batters shall appear at bat in turn as they appear on the line-up such that no batter shall have a second turn at bat prior to all players having previously batted at least once. This sequence shall continue throughout the game. This rule shall not alter other rules of baseball, such as the number of outs constituting an offensive half of an inning, nor shall it affect the fact that only nine defensive players shall take fielding positions. A player who arrives after the start of a regulation game can only be added to the batting order of his/her team at the end of that order or originally as presented to the scorekeeper.

9:05 All coaches shall be required to play all players on defense a minimum period covering six (6) complete "outs" in any game which requires five (5) or more innings to complete and a minimum of three (3) complete "outs" in any game under (5) innings. Penalty for violation is forfeit of the game. Exceptions are granted for benched players or players ejected by an umpire. Coaches are encouraged to rotate players at all positions and to provide instruction and teach fundamentals to all kids and different skill levels. The purpose of the recreational league is to give each kid the opportunity to experience play and develop skills at each position.

9:06 In ages 4-6, coaches are required to play all players on defense up to a maximum of 12 players. For teams with more than 12 players, the substitution rules shall apply. Teams shall field regular infield positions, additional players must play in the outfield, 20 feet behind the base paths.

9:07 In ages 4-14, head first sliding into a base is not permitted and the runner shall be declared out. Head first sliding back to a base is permitted.

10:00 – Teams

10:01 In the regular season, teams, when possible, shall not exceed a maximum of 12 players for ages 4-8 and 11 players for ages 9-14.

10:02 In post-season play, teams shall consist of 12 players as long as this rule meets league affiliation requirements.

11:00 – All-Star Tournament Teams

11:01 For Baseball, OMYBS will be affiliated with Metro Baseball for post-season play. This will allow for a traditional post-season play (Metro All-Stars will not be selected for Baseball ages 4-6.

11:02 The League Director and League Commissioner shall be responsible for administering the selection process of All-Star players in accordance with the rules. All documents and records regarding all-stars selection must be maintained by the League Director until post-season play has completed and be prepared to supply this information to league or association officials upon request.

11:03 All-Star nomination and selections shall take place no sooner than two weeks prior to completion of regular season play or under no circumstances, before official rosters are turned into Metro Sports Baseball or USSSA Softball. All Star practice shall begin upon completion of the post season tournament, no earlier.

11:04 The parents of all Baseball and Softball players interested in competing in post season play are required to complete and sign an All-Star Commitment form. This form must be presented to the League Director prior to the draft. A player may not be placed into nomination without this form on hand, no exceptions.

11:05 All players who wish to be nominated for All-Star consideration must make known any vacation or other plans that will interfere with All-Star practice or games. Coaches must indicate these plans during the nomination process. Failure to do so can eliminate said player from All-Star participation the following year. The exception to this rule will be absences due to family illness or death.

11:06 Players who quit, are removed or fail to meet the participation requirements of all-star teams will be excluded from participation the following season. The exception of this rule will be absences due to family illness or death. Coaches must notify the League Director or Commissioner if a player fails to meet their commitment.

11:07 Head Coaches are required to adhere to Affiliation rules in regard to the management of their post-season team. The Head Coach is responsible for ensuring their team is credentialed properly and meets all requirements of the Affiliating body for post-season play.

11:08 Coaches, players and parents are representatives of OMYBS. The purpose of post –season play is for the kids to participate in a fun and competitive extended season. Inappropriate behavior by any coach, player or parent may result in the exclusion from participation the following season.

12:00 – Player Eligibility

12:01 OMYBS provides youth ages 4-18, including those with disabilities the opportunity to play.

12:02 Baseball age groups are typically separate for ages 5 through 12. Ages 13 and 14 and ages 15 through 18 are combined. Softball age groups are combined into leagues for ages 6 and under, 8 and under, 10 and under, 12 and under, 14 and under and 18 and under. Challenger players are combined at all ages. Youth league for age 4 are typically combined boys and girls.

12:03 For Baseball, league age is determined by the age of the child on May 1st. For example, if a child is age 8 at registration but will be age 9 on May 1st of the current year, the child shall be considered as a League age 9 at registration.

12:04 For Softball, league age is determined by the age of the child on January 1st. For example, if a child at age 8 a registration, but is/will be age 9 on January 1st of the current year, the child shall be considered as a league age 9 at registration.

12:05 Beginning in 2013, You must fill out a play up/down request each season if you wish to play in an age group other than your league age.

12:06 No registrations for play in the spring and fall programs of OMYBS will be accepted after the draft for each respective league has occurred, or in the case of fall leagues if no draft is held, after the distribution of teams by the League Director. Players may be added to leagues, at the discretion of the Age Group Director and with approval by the Commissioner once registration is closed, however a \$25.00 late fee will be incurred. Parents wishing to register once registration is closed must contact the Age Group Director. It is responsible of the AGD to register the player and collected the required registration fee prior to team drafts. Appeals must be presented in writing to the OMYBS Executive Committee for consideration and any decision for granting an exception to this rule rests solely with the Executive Committee.

12:07 For Baseball; Any OMYBS player who participates with a travel baseball team between March 1st and June 1st will be ineligible for nomination to an OMYBS All-Star team. **This does not include OMYBS Travel/Select Teams.**

12:08 Players are expected to participate in league scheduled team practices. No player will be penalized for not attending extra practices, but all players should make every effort to attend all practices. Players or the Parents of Players not showing an adequate interest in the team may be dropped from the team at the coach's discretion. However, the coach must make his/her intent to take such action known to the League Director and League Commissioner and receive their approval prior to removing the player from the team. No Registration Money will be refunded. Coaches may hold out players for disciplinary reasons for one game. The coach must contact the League Commissioner or League Director prior to the game and receive their approval before holding any player out. Once approved, the coach must notify the opposing coach prior to the first pitch. No player may be denied access to his/her team bench or held out of participating in any game more than once without a written letter to the League Commissioner explaining why such action is warranted and approval from the League Commissioner granted.

13:00 – Birth Certificates

13:01 Birth Certificates are not required to be shown for proof of age during the registration for regular season play. However, the Board may request proof of age at any time.

13:02 Birth Certificates will be required for post season play by the programs affiliations; Metro Sports and USSSA.

14:00 – Player Registration

14:01 The league will hold open player registration prior to start of each season. Players must have a completed registration on file before they will be placed on a team.

14:02 No registrations for play in the spring and fall programs of OMYBS will be accepted after the draft for each respective league has occurred, or in the case of fall leagues if no draft is held, after the distribution of teams by the League Director. Appeals must be presented in writing to the OMYBS Executive Committee for consideration and any decision for granting an exception to this rule rests solely with the Executive Committee.

14:03 Full refunds will be provided to players prior to league drafts commencing. Once drafts commence but prior to a player's first game, a partial refund will only be provided for medical reasons (i.e. broken bone, etc.). The registration fee amount will be refunded to the player in these circumstances with OMYBS retaining the field development fee to cover cost of uniforms and other administrative costs. No refunds are allowed once games begin. All refunds requests must be in writing, include a medical excuse from a physician, and shall require approval of the applicable AGD and at least one Executive Board Member. **Exceptions and Notes:** The commencement of drafts serves as a specific time when refunds shall be limited and applies to all players regardless of whether an age group participates in a draft. An exception to this policy shall be made for players who are named to an area school team (ex. school baseball team). A full refund shall be provided in these circumstances with proper approval. If no field development fee was paid, then OMYBS shall retain \$60 and refund the remaining registration fee.

15:00 – Selection of Players

15:01 OMYBS shall allow any player to be registered to play with the league without regard to boundaries, unless otherwise determined by affiliation and approved by the Board of Directors.

15:02 OMYBS shall adhere to policies and procedures that allow coaches to select teams using a fair and equitable draft system and all coaches will be insured equal opportunity in draft players. For the fall program, league officials shall draft teams in a manner that is fair and equitable.

16:00 – League Registration

16:01 For Baseball, the league shall register its teams and players with Metro sports baseball in accordance with their individual policy and procedures. It is the responsibility of the Baseball Commissioner to ensure the league is properly registered.

16:02 For Softball, the league shall register its teams and players with USSSA Softball in accordance with its policy and procedures. It is the responsibility of the Softball Commission to ensure the league is properly registered.

17:00 – Team Sponsors

17:01 All teams in the league will be required to provide a team sponsor. Team sponsorships cost \$250. The sponsor will be given a banner to place on the field of their choice. Teams that do not collect a sponsor will not be eligible for the post-season tournament. Team sponsors will be announced at games when possible.

18:00 – Admission to Games

18:01 The league shall not charge any fee for admission to regular season games. Post-season games and tournament fees shall be at the discretion of the Board of Directors.

19:00 – League Tournaments

19:01 Each baseball team in the age group (6-13/14) and softball team in the age group (8U – 18U) shall compete in a year-end league tournament culminating in a League Championship on Championship Saturday. League Tournaments will be single elimination unless otherwise determined by the League Commissioner.

19:02 Regular season records will determine tournament seeding, with the exception of the 6 year old age group which will have a blind draw for their tournament brackets.. For baseball, with the exception of 6 year olds, the higher seed will be the home team in all tournament games. In the 6 year old age group, home team will be determined by a coin toss. For purposes of final regular season records, each team with a tie will be awarded ½ (one-half) a win towards their overall winning percentage. For softball, USSSA Rules govern tie breakers.

19:03 If two teams are tied, the team that defeated the other is the winner (situation A).

19:04 If three teams are tied: If one of the three teams is 2-0 in games against the others, that team is the winner. If all three teams are 1-1 against each other, the team with the least number of runs allowed (using a maximum of 10 runs per game) in games against each other is the winner. If two of these teams tie, return to situation A for these two teams. If the three teams are still tied, then the team with the most number of runs scored against each other is the winner. If two of these teams are still tied, return to situation A.

19:05 If four or more teams are tied the win/loss record within this group of teams determines the winner. If teams are still tied, then the team with the least number of runs allowed (max 10 per game) in games against each other is declared the winner. If teams are still tied, the team with the most runs allowed against each other is the winner. If two teams are still tied, return to situation A

19:06 Circumstances outside these guidelines must be approved by the Executive Committee.

19:07 No team will be allowed to pick up players in the League Championship tournament unless the player is unable to participate due to a medical condition documented by a physician's excuse. Coaches should inform their parents of tournament week at their parent meeting prior to the season starting.

19:08 The forty (40) hour rest rule will be lowered to thirty six (36) hours for the Championship game of the tournament for all age groups. The forty (40) hour rest rule is in effect for all other tournament games leading up to the Championship game.

19:09 All league Championship games will be played without a time limit. Ages 6-12 shall be 6 innings and ages 13-14 shall be 7 innings. Tournament games will be played with time limits. Mercy rules are in effect.

III. Age Group Specific Rules – Baseball

5:01 15/18 League - These rules are specific to the players league ages are 15 through 18.

5:01A The Official Rule Book of Baseball shall govern the rules of play.

5:02 13/14 League – These rules are specific to the players who’s league age is 13 and 14.

5:02A The time limit for a regulation game will be (2) hours or 7 innings.

5:02B A pitcher is allowed 12 innings in a week. A week is considered Saturday-Friday.

5:02C If a pitcher pitches 3 full innings and then throws to another batter in the same game or day, he will not be eligible to pitch until he has had at least 40 hours rest. The rest period begins with the official start time of the game in which he reached the innings limit.

5:02D If a pitcher pitches no more than 3 full innings in a game or day, he may be used on as many consecutive days as desired provided he does not exceed the 12 inning rule.

5:02E A 13 or 14 year-old pitcher may only pitch 80 pitches in a single game. Once a pitcher reaches the 80 pitch limit, as recorded by the official scorekeeper, he may finish the current batter only. A pitcher with less than 3 pitches remaining may not start a new batter. It is up to the opposing coach to bring the pitch count into question.

5:02F A violation of the pitching rules will result in forfeiture of the game.

5.03 11/12 Baseball – These rules are specific to the players whose league age is 11 and 12.

5:03A The time limit for a regulation game will be (1) hour and forty-five (45) minutes or 6 innings.

5:03B A pitcher is allowed 8 innings in a week. A week is considered Saturday-Friday.

5:03C If a pitcher pitches 3 full innings and then throws to another batter in the same game or day, he will not be eligible to pitch until he has had at least 40 hours rest. The rest period begins with the official start time of the game in which he reached the innings limit.

5:03D If a pitcher pitches no more than 3 full innings in a game or day, he may be used on as many consecutive days as desired provided he does not exceed the 8 inning rule.

5:03E A 11 or 12 year-old pitcher may only pitch 70 pitches in a single game. Once a pitcher reaches the 70 pitch limit, as recorded by the official scorekeeper, he may finish the current batter only. A pitcher with less than 3 pitches remaining may not start a new batter. It is up to the opposing coach to bring the pitch count into question.

5:03F A violation of the pitching rules will result in forfeiture of the game.

5.04 9/10 Baseball – These rules are specific to the players whose league age is 9 and 10.

5:04A The time limit for a regulation game will be (1) hour and forty-five (45) minutes or 6 innings.

5:04B A pitcher is allowed 6 innings in a week. A week is considered Saturday-Friday.

5:04C If a pitcher pitches 3 full innings and then throws to another batter in the same game or day, he will not be eligible to pitch until he has had at least 40 hours rest. The rest period begins with the official start time of the game in which he reached the innings limit.

5:04D If a pitcher pitches no more than 3 full innings in a game or day, he may be used on as many consecutive days as desired provided he does not exceed the 6 inning rule.

5:04E A 9 or 10 year-old pitcher may only pitch 60 pitches in a single game. Once a pitcher reaches the 60 pitch limit, as recorded by the official scorekeeper, he may finish the current batter only. A pitcher with less than 3 pitches remaining may not start a new batter. It is up to the opposing coach to bring the pitch count into question.

5:04F A violation of the pitching rules will result in forfeiture of the game.

5.05 7/8 Baseball – These rules are specific to the players whose league age is 7 and 8.

5:05A The time limit for a regulation game will be (1) hour and thirty (30) minutes, or 6 innings.

5:05B During the regular season, the team on defense can use up to (10) players in the field. One player must be a catcher. Including the catcher, there can be no more than six (6) players in the infield. The remaining four (4) players must be played in the outfield.

5:05C The player in the pitcher position must begin each pitch standing behind the front legs of the pitching machine with at least one foot in the pitcher's circle until the ball crosses the plate.

5:05D The defensive team may position a coach in foul territory down both the first and third base lines. The defensive coach must be a minimum of 20 feet beyond the first and third base coaching boxes. (Note: This rule applies to the 7 year old age group only.)

5:05E There will be a maximum of seven runs scored in an inning per team. A ten run mercy rule will be used after 3 ½ innings if the home team is ahead or after 4 innings if the visiting team is ahead.

5:05F 8 year olds will receive 5 pitches from the pitching coach. After the 5th pitch, the batter is out unless the last pitch was fouled off. 7 year olds will receive 7 pitches. After the 7th pitch, the batter is out unless the last pitch was fouled off.

5:05G Any batted ball that hits the pitching coach or pitching machine will be a dead ball and the hitter will restart his at-bat with a fresh 0-0 count. If the coach intentionally (in the umpires judgment) allows the ball to hit him/her, the batter will be declared out, a dead ball called and all runners must return to the base they started from on that pitch

5:06 6 Baseball – These rules are specific to the players whose league age is 6

5:06A General Rules of Play

Section 1:

There will be a maximum of 2 practices per week in pre-season. Maximum of 3 scheduled baseball events (games and practices) per week once the season begins. In season practices must be approved by the league scheduler.

Section 2:

Batters will bat from a coach's pitch. The coach will pitch from behind the 20 foot arc (fair ball) line. The coach should pitch with an overhand motion either standing or kneeling. After the ball has been put in play from the coach's pitch, the pitching coach must exit the playing field. If a batter hits off of a tee, the pitching coach must exit the playing field prior to the batter hitting off of the tee. Pitching coaches will not coach any base runner other than the batter once the ball has been put in play. Violating this rule will result in the base runner being called out.

Section 3:

There are no strikeouts. Players will be given 3 swings out of a total of five (5) pitches from the coach, excluding a 5th pitch foul ball. In the event the 5th pitch is fouled off, the player will be given another pitch. After three strikes or five pitches, the player is required to hit off the tee. The player swings until a ball is put in fair play. Coaches are not allowed to setup a player's stance in the batter's box in order to avoid certain areas of the field. Violation of this rule will be declared a dead ball and the hitter must swing again. The location of the batting tee can be moved as long as any part of the tee base is touching home plate.

Section 4:

Official scoring will be kept by the home team. The visiting team is responsible for working the scoreboard.

Section 5:

On offense, all players receive one turn at bat each inning. Outs can be made by the defensive team (force, tag or fly), which will retire the batter/runner. However, three outs will not end the offensive team's turn at bat. The offensive team's bat is ended only when each batter has completed one turn at bat in that inning.

Section 6:

Each team will bat the same number of players per inning in each game.

Example: If a team with 11 players (Team A) is playing against a team with 9 players (Team B): The #1 and #2 hitters for Team B will bat twice in the first inning in spots 1,2,10,11 respectively. In the second inning the #3 and #4 hitters will bat in spots 1,2,10,11. This rotation shall continue until the end of the game.

Section 7:

When the offensive team's last batter for the inning is batting, the defensive team may end the inning by recording any legal out or by stepping on home plate with the ball in glove prior to the last batter reaching home plate.

Section 8:

There shall be a maximum of one (1) coach on the field per defensive team and 2 (two) additional coaches shall be allowed to provide defensive instructions, positioned one per foul line in foul territory at least 10 feet beyond 1st and 3rd base.

Section 9: There shall be a maximum of four (4) coaches on the field per offensive team. The offensive team shall have one coach pitching, one coach acting as first base coach, one coach acting as third base coach and one batting coach/catcher.

Section 10:

Each player must play one (1) full inning in an infield position and one (1) full inning in an outfield position unless a player's parent objects to their participation as an infielder or if agreed upon prior to the start of the game by both coaches due to safety.

5:06B Playing the Game

Section 1:

A regulation game shall consist of 4 innings or 75 minutes. Each team must bat in the last inning of play. A new inning may not begin with less than five (5) minutes remaining in regulation time. Tournament championship games are 6 innings with no time limit.

Section 2:

Five minutes of infield practice may be taken by each team before a game, time permitting.

Section 3:

Each team will furnish a game ball. A RIF Level 5 ball shall be the official ball of play.

Section 4:

The batting order for each team shall consist of every player present at the game. Each coach shall present their roster in the order they are to bat, to the scorekeeper and opposing coach 15 minutes prior to the start of each game. This batting order cannot be changed during the game. Any player arriving late will be added to the bottom of the roster. All players listed on the roster will bat in turn.

Section 5:

If a player drops out during a game, his/her name will remain on the batting roster and his/her turn at bat skipped without penalty. The player may return to the game at any time and must bat in his/her original position.

Section 6:

Each team will use all players on defense. The team must field all 5 primary infield positions including pitcher with an optional catcher. If a catcher is used they must stand along the backstop wearing a helmet with facemask and a chest protector. All other players must play in the outfield.

Section 7:

A 10 foot diameter pitching circle will be drawn by the coaches around the pitching rubber prior to each game. The player occupying the pitcher's position must have one foot inside the circle when the ball is hit. All base runners must stay on base until the ball is hit. The pitching coach must exit the field when the ball is hit or placed on the tee.

Section 8:

Outfielders shall be positioned prior to play a minimum of 20 feet behind the baselines. Infielders shall be positioned prior to play on the dirt between the infield and outfield. Coaches may move players to different positions during an inning **until the last batter**.

Section 9:

A batted ball which fails to go past the 20 foot arc line shall be considered foul. Bunting is not allowed.

Section 10:

The batter and on deck batter must wear a protective head gear and chin strap at all times.

Section 11:

Players should not sling their bat after hitting the ball. Coaches should instruct the player on the proper way to release the bat.

5:06C Base running and Termination of Play

Section 1:

No stealing or leading off base is permitted.

Section 2:

Each runner, including the batter shall advance to home plate if a batter hits a fair ball over the fence, or advance 2 bases if the ball bounces over the fence or rolls under the fence.

Section 3:

There will be a four (4) foot line drawn ten (10) feet in front of each base. The line will be used to determine whether or not a time out will be issued as well as whether or not the base runner can advance.

Section 4:

Coaches cannot physically touch players unless time has been called. The penalty for touching a player during live play is that the player is out. If a base runner is touched by an offensive coach before the ball has been declared dead or time granted, the base runner is automatically out.

Section 5:

A runner will be awarded the base he/she is trying to reach when any defensive player without the ball or NOT in the act of making a play, blocks the path, causing the runner to be put out or interferes with the runner to prevent advancement.

***In the act of making a play**

If a fielder is about to receive a thrown ball and if the ball is in flight directly toward and near enough to the fielder so he must occupy his position to receive the ball he may be considered "in the act of fielding a ball." It is entirely up to the judgment of the umpire as to whether a fielder is in the act of fielding a ball.

Section 6:

Play is dead and base runners cannot advance when (In either case below, each base runner shall be awarded the approaching base if the runner was beyond the halfway line when "time" is called):

- The pitcher or any defensive player has control of the ball, with both feet in the pitching circle, and has requested "time".
- Any defensive player has control of the ball, contains the lead runner to a base, and has requested "time".

Section 7:

On defense, all overthrows to first base which result in the ball being in foul territory will be "dead". All runners will automatically advance one base regardless of whether they attempted to take the extra base or not. It is up to the umpire's judgment to determine if a missed throw at first was an overthrow or a drop. All overthrows at first which result in the ball being in fair territory will be "live" and runners may advance at their own risk. Overthrows at any base other than first base are treated as live balls.

All overthrows are live on the last batter

5:06D League Championships

Section 1:

In the 6 year old age group, there will be a tournament at the conclusion of the regular season. This tournament will be played under the same rules as used during the season. The tournament bracket will be created by the 6 year old League Director and approved by the Commissioner.

5:07 5 Baseball – These rules are specific to the players whose league age is 5.

The purpose of this league is to develop the baseball skills of 5 year olds. This will be an instructional league where the emphasis will be on teaching the game and the skills of throwing and catching the baseball. At the completion of the 5 year old League, each player should have an understanding of general baseball rules and will have developed their baseball skills the following areas:

- A basic understanding of the objectives of the game of baseball both offensively and defensively.
- Demonstrated a consistent ability in the fundamentals of throwing and catching the baseball and hitting the baseball from a coach's pitch.
- Demonstrated an ability to listen to base coaches and properly advance on the bases.
- Demonstrated an ability to remain alert and participate in a defensive position.

5:07A General Rules of Play

Section 1: Maximum of 2 practices per week in pre-season. Maximum of 3 scheduled baseball events (games and practices) per week once the season begins.

Section 2: Batters will bat from a coach's pitch. The coach will pitch from behind the 20 foot arc (fair ball) line. After the ball has been put in play from the coach's pitch, the pitching coach must exit the playing field. If a batter hits off of a tee, the pitching coach must exit the playing field prior to the batter hitting off of the tee. Pitching coaches will not coach any base runner or batter once the ball has been put in play. Violating this rule will result the batter/base runner being called out.

Section 3: There are no strikeouts. Players will be given a total of five (5) pitches from the coach, excluding a 5th pitch foul ball. In the event the 5th pitch is fouled off, the player will be given another pitch. After three strikes or five pitches, the player is required to hit off the tee. The player swings until a ball is put in fair play.

Section 4: Official scoring will not be kept, announced, or posted on the scoreboard.

Section 5: On offense, all players receive one turn at bat each inning. Outs can be made by the defensive team (force, tag or fly), which will retire the batter/runner. However, three outs will not end the offensive team's turn at bat. The offensive team's bat is ended only when each batter has completed one turn at bat in that inning.

Section 6: When the offensive team's last batter for the inning is batting, the defensive team may end the inning by recording any legal out or by stepping on home plate with the ball in glove prior to the last batter reaching home plate.

Section 7: There shall be a maximum of four (4) coaches on the field per team.

- The defensive team shall be allowed two (2) coaches on the playing field to direct the team. Two additional coaches shall be allowed to provide defensive instructions, positioned one per foul line.
- The offensive team shall have one coach pitching, one coach acting as first base coach, one coach acting as third base coach and one batting coach/catcher.

Section 8: All players must be rotated to different positions after each inning. Each player must play one (1) full innings in an infield position unless a player's parent objects to their participation as an infielder.

5:07B Playing the Game

Section 1: A regulation game shall consist of a 1 hour and 15 minute time limit. Each team must bat in the last inning of play. A new inning may not begin with less than five (5) minutes remaining in regulation time.

Section 2: Five minutes of infield practice may be taken by each team before a game, time permitting.

Section 3: Each team will furnish a game ball. A **RIF Level 1** ball shall be the official ball of play.

Section 4: The batting order for each team shall consist of every player present at the game. Each coach shall present their roster in the order they are to bat, to the announcer and opposing coach 15 minutes prior to the start of each game. This batting order cannot be changed during the game. Any player arriving late will be added to the bottom of the roster. All players listed on the roster will bat in turn.

Section 5: If a player drops out during a game, his/her name will remain on the batting roster and his/her turn at bat skipped without penalty. The player may return to the game at any time and must bat in his/her original position.

Section 6: Each team will use all players on defense. Only five (5) defensive players may play in the infield, including the pitcher position. There will be no player catcher.

Section 7: A 10 foot diameter pitching circle will be drawn by the coaches around the pitching rubber prior to each game. The player occupying the pitcher's position must have one foot on contact with the pitching rubber when the ball is hit. All base runners must stay on base until the ball is hit. The pitching coach must exit the field when the ball is hit or placed on the tee.

Section 8: Outfielders shall be positioned prior to play a minimum of **20 feet** behind the baselines. Infielders shall be positioned prior to play on the dirt between the infield and outfield.

Section 9: A batted ball which fails to go past the **20 foot arc** line shall be considered foul. Bunting is not allowed.

Section 10: The batter must wear a protective head gear at all times.

Section 11: Players should not sling their bat after hitting the ball. Coaches should instruct the player on the proper way to release the bat.

5:07C Base running and Termination of Play

Section 1: No stealing or leading off base is permitted.

Section 2: Each runner, including the batter shall advance to home plate if a batter hits a fair ball over the fence, or advance 2 bases if the ball bounces over the fence or rolls under the fence.

Section 3: There will be a four (4) foot line drawn ten (10) feet in front of in front of each base. The line will be used to determine whether or not a time out will be issued as well as whether or not the base runner can advance.

Section 4: Coaches cannot physically touch players unless time has been called. The penalty for touching a player during live play is that the player is out. If a base runner is touched by an offensive coach before the ball has been declared dead or time granted, the base runner is automatically out.

Section 5: A runner will be awarded the base he/she is trying to reach when any defensive player without the ball, blocks the path, causing the runner to be put out or interferes with the runner to prevent advancement.

Section 6: A runner who passes another runner is out.

Section 7: A runner shall be called out for leaving the base path.

Section 8: Play is dead and base runners cannot advance when (In either case below, each base runner shall be awarded the approaching base if the runner was beyond the halfway line when "time" is called):

- The pitcher or any defensive player has control of the ball, with both feet in the pitching circle, and has requested "time".
- Any defensive player has control of the ball, contains the lead runner to a base, and has requested "time".

Section 9: On defense, all overthrows to first base which result in the ball being in foul territory will be "dead". All runners will advance one base. All overthrows which result in the ball being in fair territory will be "live" and runners may advance at their own risk.

5:07D League Championships

Section 1: In the 5 year old age group, there will not be a tournament at the conclusion of the Regular season

5.08 4 year-old Instructional League

The purpose of the 4 year-old instructional league is to introduce the game of baseball to 4 year olds who have not played organized baseball. This is an instructional league and the emphasis is on having fun and teaching the fundamentals of the game including the basic skills of throwing, catching and hitting a baseball. The goal of the program is for each player to gain a preliminary understanding of general baseball rules and begin developing their baseball skills in the following areas:

- A basic understanding of the objectives of the game of baseball both offensively and defensively, including the identification of the bases, and the concept of innings.
- A basic understanding of the fundamentals of throwing and catching the baseball, and hitting the baseball from a batting tee.
- A basic understanding of listening to base coaches and properly advancing on the bases.
- A basic understanding of the importance of remaining alert and participating while on defense.

508A – General Rules

Section 1: Maximum of 1 practice per week in pre-season. Maximum of 2 scheduled baseball events (game or practice) per week once the season begins.

Section 2: Batters shall bat from a batting tee. This is purely an instructional league and batters shall not receive any pitches from a coach during a game.

Section 3: There are no strikeouts. The batter swings at the ball on the batting tee until the ball is put in fair play.

Section 4: Official scoring shall not be kept, announced, or posted.

Section 5: On offense, all players receive one turn at bat each inning. Although the defensive team should be encouraged to attempt to make outs (tag, force or otherwise); outs shall not be recorded and the base runner shall not be retired if an out is made. The offensive team's bat is ended when each batter has completed one turn at bat in that inning.

Section 6: When the offensive team's last batter for the inning is batting, the defensive team shall end the inning by a legal out or by stepping on home plate with the ball in glove. The last batter may, however, continue to run the bases until he/she reaches home.

Section 7: There shall be a maximum of four (4) coaches on the field per team.

Section 8: The defensive team shall be allowed up to four (4) coaches on the playing field to direct the team.;

Section 9: The offensive team shall have one coach placing the ball on the batting tee and providing batting instructions, one coach acting as first base coach, one coach at second base, and one coach acting as third base coach.

Section 10: All players must be rotated to different defensive positions after each inning. All players must play at least one full inning in the infield prior to the completion of the game.

5:08B – Playing the Game

Section 1: A regulation game shall consist of a three (3) innings or one (1) hour, whichever occurs first. Each team must bat in the last inning of play.

Section 2: Five minutes of infield practice may be taken by each team before a game, time permitting.

Section 3: Each team shall furnish a **RIF Level 1** game ball which will be provided by OMYBS.

Section 4: The batting order for each team shall consist of every player present at the game. Any player arriving late shall be added to the bottom of the roster. All players listed on the roster shall bat in turn.

Section 5: If a player drops out during a game, his/her name shall remain on the batting roster and his/her turn at bat skipped without penalty. The player may return to the game at any time and must bat in his/her original position.

Section 6: Each team shall use all players on defense. However, only five (5) defensive players may play in the infield, including the pitcher position. There shall be no player at catcher.

Section 7: The player occupying the pitcher's position must remain behind the pitching coach with at least one foot on the pitching rubber until the ball is hit. All base runners must stay on base until the ball is hit.

Section 8: Outfielders shall be positioned prior to play a minimum of 10 feet behind the baselines. Infielders shall be positioned prior to play on the dirt between the infield and outfield. Only 5 defensive players may play in the infield.

Section 9: A batted ball which fails to go past the 20-foot arc line shall be considered foul. Bunting is not allowed.

Section 10: The batter and base runner(s) must wear a protective headgear at all times.

Section 11: Players should not sling their bat after hitting the ball. Coaches should instruct the player on the proper way to release the bat.

5:08C Base running and Termination of Play

Section 1: No stealing or leading off base is permitted.

Section 2: Each runner, including the batter, shall advance to home plate if the batter hits a fair ball over the fence, or advance 2 bases if the ball bounces over the fence or rolls under the fence.

Section 3: As much as practical, coaches should not physically assist players run the bases. The players should be instructed on how to run and advance on the bases by themselves.

Section 4: A runner will be awarded the base he/she is trying to reach if any defensive player without the ball blocks his/her path and interferes with the runner.

Section 5: A runner should not pass another runner. If that occurs, the runner is to return to his/her last occupied base.

Section 6: Base runners should be instructed not to leave the base paths.

Section 7: Play is dead and base runners cannot advance when:

- The pitcher has control of the ball, with both feet in the pitching circle, and has requested "time".
- Any other defensive of the ball in player has control the infield and has requested "time".

In either case above, each base runner shall be awarded the approaching base if the runner was beyond the halfway line when "time" is called.

Section 8: On defense, all overthrows and/or missed throws to first base will be "dead" and all runners shall advance one base.

5:08D League Championships

Section 1: In the 4 year old age group, there will not be a tournament at the conclusion of the Regular season.

Article 5 – Selection of Post Season Teams and Coaches

Section 1: The League Director and Commissioner or Board Representative shall be responsible for conducting the all-star team selection in accordance to the following rules. All coaches must attend the all-star draft. If they cannot attend, they must send an assistant coach.

Section 2: Parents must complete an All-Star Commitment form before their child can be nominated. It is the responsibility of the coach to obtain the commitment form and submit this form along with his nominations to the league director prior to the selection meeting

Section 3: Coaches will nominate players from their team or players from other teams they feel deserves consideration to an all-star team. Each coach is required to nominate no less than one and no more than nine players for consideration. The coach has sole responsibility for determining the process for his selections.

Section 4: Coaches **must** furnish statistics for any player from their team nominated for All Stars and must be able to provide information as to why he/she feels a player is worthy of nomination.

Section 5: Coaches should remember that participation on a post-season team is an honor and is representative of players' hard work and ability. The league will not allow any attempts by coaches to "stack" teams, make deals or otherwise circumvent the procedures or spirit of the process.

Section 6: The process will begin with the Age Group Director taking the coach nominations and listing them on the board (or list).. Statistics may be included, but no discussion about players is to take place at this time. Once all players nominated are listed and the Age Group Director verifies that each player has a signed commitment form, the team selection process shall proceed as follows;

1. Round One: Coaches shall, by secret ballot select 12 players for nomination to the National All-Star team. . These selections will be collected by the Age Group Director and counted. All players nominated by unanimous vote will make the National League team and their names will be removed from the list.
2. Round Two: Coaches will discuss each of their remaining nominees. They may include statistics, thoughts on players ability, attitude and which team they feel they may best be suited. Once each coach has had the opportunity to discuss their players, a second ballot will be completed with each coach nominating 12 players from the names on the list. The Age Group Director will tally the ballots. All players with unanimous votes shall be assigned to the National team. If the team is not complete, then the players with the most votes shall be added to the team until it is complete with 12 players.
3. Coach Selection: Once the National Team is selected, any coach with a player on the team may place his name in nomination for the head coach position. It is preferred that this coach is committed to head coach this team throughout the Metro tournaments. All coaches shall submit to the Age Group Director a single vote for coach. The Age Group Director and League Representative are required to submit a vote. The votes are tallied and the winning coach is named Head Coach of the National Team.
4. American Teams: The first American team will be selected following the same procedures as above. Once the team is selected, the Head Coach shall be selected using the above referenced process. If it is determined that there is a potential coach and enough players to field a competitive team, then a second American team may be selected using the same procedures above.

Section 7: Selected head coaches shall name three assistant coaches from league coaches, parents and/or, former assistant coaches at his discretion.

Section 8: Age Group Directors will name alternate players as the players with the highest vote totals after all teams have been selected. These players do not practice or participate unless called up by a team. Each All-Star team shall have a minimum of twelve (12) players on their roster until the rosters are certified at the Affiliation Credentialing meeting. The head coach must fill any vacancy prior to certifying the all-star roster by calling up the first alternative. Filling a vacancy after all-star rosters are certified is the responsibility of the head coach in accordance with the Affiliation rules. However, any player added must be an official alternate.