



OMYBS 2016 Rules of Baseball

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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.

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. 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
- 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.

1.1 General Rules

- 1.1.1** No Drug use (Including Alcohol) is permitted. No Tobacco Products are to be used by coaches or parents.
- 1.1.2** 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.
- 1.1.3** Neither coaches nor players are allowed to harass or direct any outburst toward the opposing team.
- 1.1.4** Spectators shall remain courteous and refrain from calling plays on the playing field, and shall not openly criticize.
- 1.1.5** Neither a player nor a coach shall argue unduly with the umpires.

1.2 Player Eligibility

- 1.2.1** 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.
- 1.2.2** OMYBS provides youth ages 4-18, including those with disabilities the opportunity to play.
- 1.2.3** Baseball age groups are typically separate for ages 4 through 10. Ages 11& 12, 13 & 14 and ages 15 through 18 are combined. Challenger players are combined at all ages.
- 1.2.4** For baseball a player's "League Age" is his/her actual age at 11:59:59 p.m. on April 30th of the current year. All participants who wish to participate in an OMYBS Division different than his/her official "League Age" must request so in writing to the league's division managers and baseball commissioner each year. Playing ability alone is not a reason for playing up or down. Factors to be determined will be school grade, maturity, size and weight, medical issues, relative age, and the effect of other players in the division.
- 1.2.5** 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.
- 1.2.6** After Registration has closed, but prior to league drafts, players may only be added at the discretion of the Age Group Director and with approval by the Commissioner.

1.3 Player Evaluations

- 1.3.1** The League Commissioner, along with each Division Manager, is responsible for ensuring all player evaluations and stocking of teams is done in a proper and equitable manner.
- 1.3.2** All players in the Baseball 6 and all players in the Baseball 7 year old age groups are required to attend evaluations.
- 1.3.3** Any Player who has not previously been evaluated by OMYBS or that did not play in the previous season's Spring Recreational league **MUST** be evaluated.
- 1.3.4** Returning players in ages 8 and above will not participate in evaluations.
- 1.3.5** Evaluations are not conducted for the fall program.
- 1.3.6** 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
- 1.3.7** All scores should be carried out 3 decimal places to provide for adequate player separation
- 1.3.8** Age Group Directors must use the league software and enter the final evaluation scores for all players evaluated.
- 1.3.9** 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.
- 1.3.10** 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.
- 1.3.11** 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.
- 1.3.12** A pre-draft meeting will be held prior to the official team draft to review player scores.
- 1.3.13** 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.
- 1.3.14** Any adjustments to the player score must be agreed on by all coaches and the Age Group Director is responsible for any score adjustments.
- 1.3.15** The AGD shall complete any player score adjustment and provide the coaches with the player final ranking report at least 24 hours prior to the scheduled team draft.

1.4 Selection of Head Coaches and Assistant Coaches

- 1.4.1** Requests for head coaching positions must be requested during registration in the league provided registration software.
- 1.4.2** 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.
- 1.4.3** 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
- 1.4.4** Age Group Directors are not permitted to coach within their own league.
- 1.4.5** Any coach not selected has the right to meet with the Coach Selection Committee to discuss the reasons for the rejection.
- 1.4.6** A coach will be assigned a team for only one (1) season. .
- 1.4.7** A coach may only be a head coach in one age group and for only one team.
- 1.4.8** 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.
- 1.4.9** The league will provide coaches evaluation forms at the completion of the season each year. The evaluation forms will be used as input for coach selections during the next year.
- 1.4.10** The application process will require coaches to agree to a background screen before their application will be processed.
- 1.4.11** 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.
- 1.4.12** Approved coaches may select (1) assistant coach based on the following provisions:

1.5 Manager and Coach Responsibilities

- 1.5.1** Head Coaches are required to attend all OMYBS Coach Functions. If a head coach is unable to attend they should must send an assistant coach. Required functions include:

- 1.5.2 Coaches must complete the Heads up Concussion training prior to each season and return a copy of the certificate to their Age group director before the start of practice.
- 1.5.3 Each coach is responsible for appointing a team parent to work with the league
- 1.5.4 Each coach is to assist in obtaining a team sponsor for the spring season. This should be coordinated with the Activities Director.

1.6 Coach's Code of Conduct and Expulsions

- 1.6.1 A coach should conduct him or herself in such a manner as to always be an example of sportsmanship.
- 1.6.2 All head coaches must read and sign a copy of the 'Coaches Code of Conduct' prior to each spring and fall season.
- 1.6.3 The League Commissioner and/or Division Manager may suspend a Coach for infractions of rules or conduct.
- 1.6.4 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.
- 1.6.5 Coaches/Assistants 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.
- 1.6.6 If a head 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.
- 1.6.7 If a second expulsion occurs, the coach will be automatically expelled from his/her coaching responsibilities for the duration of the current season.
- 1.6.8 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.***

2 Selection of Regular Season Teams

2.1 Spring Team Selection

- 2.1.1 The selection of teams will be the responsibility of the coaches from the respective league and administered by the Division Manager and League Commissioner or member of the Executive Committee.
- 2.1.2 Team selection for **ages 5 & under** will be conducted by the Age Group Director using the league provided software.
- 2.1.3 Teams will be evenly divided as much as possible.
- 2.1.4 The AGD may honor a parent's coach and/or teammate requests as long as those requests are not a detriment to other teams.
- 2.1.5 Parent requests are never guaranteed
- 2.1.6 Teams will be formed in all divisions (Baseball 6 and up) using the draft software provided by the league.
- 2.1.7 Coaches are provided with a roster of players with their final draft ranking at least 24 hrs. prior to the scheduled team draft.
- 2.1.8 Team name/color selections will be determined by a blind draw. Coaches may not swap draft drawings or attempt to circumvent these procedures in anyway.
- 2.1.9 The Division Manager 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 1 day prior to the scheduled team draft.
- 2.1.10 The Age Group Director shall assign the team name and 1st round draft order to each coach in his league using the league provided draft software. He should also review his league rosters for completion prior to the draft to ensure that all players are listed.

2.2 Spring League Drafts

- 2.2.1 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.
- 2.2.2 It is mandatory that all head 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.
- 2.2.3 Only (1) representative from each team (head coach or approved assistant coach) can attend and participate in the draft.
- 2.2.4 The Age Group Director shall use the league provided software to conduct the draft.
- 2.2.5 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.
- 2.2.6 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.
- 2.2.7 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.

- 2.2.8** Coaches' kids must be taken in the round in which they are assigned.
- 2.2.9** 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.
- 2.2.10** After all players have been drafted, it is at each coach's discretion **to make one trade.**
- 2.2.11** A player can be traded for another player from any round as long as both coaches agree to the trade.
- 2.2.12** A player may only be traded once and coach may not trade more than one player.
- 2.2.13** All trades must be concluded at the time of the draft, no exceptions.
- 2.2.14** It must be remembered that this program is for all players. Accordingly, no steps may be taken to circumvent the spirit of these procedures in order to "stack" a league team 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.
- 2.2.15** As a matter of policy, our league does not recognize the protection of players. Any agreements made to protect players are of a "Gentleman's Agreement" nature and will not be upheld by the league.
- 2.2.16** 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.
- 2.2.17** 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.

2.3 Fall Team Selection

- 2.3.1** For the fall 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 coach and teammate requests for kids to play together as long as those requests are not a detriment to other teams. Parent requests are never guaranteed.

3 Schedules

3.1 Game and Practice schedules

- 3.1.1** The league scheduling director will be responsible for forming all league practice and game schedules. Age group directors/Division Managers will be responsible for approving additional practice requests and updating the appropriate practice schedule calendars.
- 3.1.2** The Spring Season will consist of 10-12 regular season games for Ages 5-12 consisting of 1 weeknight and 1 Saturday game.
- 3.1.3** The Fall Season will consist of a 7 game Sunday afternoon only schedule.
- 3.1.4** 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 reschedule or cancel a game will incur a forfeit for that game. No exceptions.
- 3.1.5** The scheduling of practice games or any additional field usage must be approved by the scheduling director.

3.2 Inclement Weather:

- 3.2.1** When rain has created doubt as to whether the game shall be played, the Field Director/Commissioner shall determine if conditions will permit the game to be played. Their decision is final. The field director shall notify the league participants via the TEXT RainedOut Notification system ONLY. Once a game has begun, it is the responsibility of the umpire to determine field conditions and whether a game shall continue. It is the responsibility of each participant to opt-in to the notifications each season. Information about receiving txt notifications can be found on the OMYBS.org home page.
- 3.2.2** In the event of rained-out games or any other rescheduled or make-up games, the League scheduler and commissioner shall have the responsibility of scheduling the make-up games and notifying umpires, concessions, and age group directors of the new date and time.
- 3.2.3** These rescheduled games shall take preference over any practice sessions.
- 3.2.4** Rained out games shall be made up at the earliest date possible in the same order in which they were cancelled.

4 Game Day

4.1 Coach Responsibilities

- 4.1.1** 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.
- 4.1.2** 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.
- 4.1.3** 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 unsafe, dangerous or inappropriate behavior both on the field and the surrounding areas from players, parents, or siblings.
- 4.1.4** The first two teams to play on a field in any given day must prepare the field for play. This may include lining the field, placing the bases, and ensuring the proper playing equipment and game equipment is ready for use. For all subsequent games played in a given day, the home and visiting teams are responsible for lining the fields for their game if needed.
- 4.1.5** 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.
- 4.1.6** All teams are required to clean up the fields and dugouts after each game.
- 4.1.7** 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.
- 4.1.8** The visiting team will occupy the third base dugout and is responsible for the working the scoreboard. The visiting team shall ensure that all the scoreboard equipment is operational and ready for the start of the game. On fields where practice areas like batting cages are shared, the visiting team has the cages 30 minutes before game time.
- 4.1.9** Each team shall supply (2) official game balls from the baseballs given out at the beginning of the season.
- 4.1.10** OMYBS will provide game balls for the end of the season tournament games

4.3 Official Scorekeeper Responsibilities

- 4.3.1** 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.
- 4.3.2** The scorekeeper shall enter the line-up, official game time, umpire's name and number, note the team names, and indicate visitor or home team.
- 4.3.3** During the game, the scorekeeper shall note all substitutions, record outs, runs, innings played, injuries, protests and balls and strikes.
- 4.3.4** The scorekeeper may not get involved in the game unless requested by the head umpire.
- 4.3.5** For Baseball Leagues 9 and up, it is mandatory to keep up with the number of pitches a pitcher pitches.
- 4.3.6** Record the pitcher and the number of pitches pitched in the appropriate box at the bottom right side of the score book. Do this for each and every pitcher.
- 4.3.7** The official scorekeeper must make note of the time a pitcher enters and leaves a game in the official score book
- 4.3.8** 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.
- 4.3.9** The scoreboard and PA announcer shall work with the scorekeeper to keep the scoreboard operation accurate. Be attentive in recording each ball, strike, and so on (the scorekeeper can assist you).
- 4.3.10** Do not let children "play" with the scoreboard. At the end of the last game, the scoreboard equipment shall be returned to the storage cabinet or dugout. For consistent operation of the scoreboards and PA equipment, the equipment must be kept dry and stored properly.

5 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 Official Rules of Baseball shall govern the rules for baseball play.**

5.1 Equipment

- 5.1.1 Helmets with chin straps and face guards must be worn by all OMYBS recreational players in the 3-12 age groups at all times when on offense and on the field of play. This includes the batter, players on base, and the player in the on-deck circle.
- 5.1.2 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
- 5.1.3 Players playing the pitching position in ages 3-8 must wear a helmet w/face mask and chin strap in addition to a chest protector, "Heart Guard", or similar.
- 5.1.4 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.
- 5.1.5 Ages (4-6) have no bat restrictions, Ages (7 - 12) must use a bat with a BPF score of 1.15, Ages 13 and above must use a BBCOR bat.

5.2 Re-Entry Substitutions:

- 5.2.1 For Baseball league age groups 7 & up, coaches shall be permitted free substitutions of players in defensive positions. However, excluding the pitcher position (Ages 9 & up), only one defensive change may be made per inning.
- 5.2.2 "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.
- 5.2.3 A defensive timeout will be charged to the team making the substitution. However, the timeout does not affect pitching visits to the mound.
- 5.2.4 All players present at a given game are considered to be "in the game" based on the fact that all players are in the batting lineup.
- 5.2.5 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.
- 5.2.6 If the player is taken out of the lineup due to injury or illness, the player may not return to the game.
- 5.2.7 If a player is in the line-up and refuses to bat when his/her time comes up, the player is out.
- 5.2.8 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 or illness to better secure a victory or for any reason will automatically forfeit the game.
- 5.2.9 Any player ejected will take an out at his/her turn at bat.

5.3 Pitching Rules

- 5.3.1** A pitcher shall only make one (1) appearance on the pitching mound per game. Once a pitcher is removed from the mound he cannot return to the mound to pitch in that game.
- 5.3.2** The number of pitches allowable is based on the League Age per the table below. The pitch counts do not include warm-up throws, throws from other positions, practice throws, etc. These counts are intended to account for all pitches thrown in OMYBS recreational games and practice games.
- 5.3.3** Weekly pitch counts restart on Friday at midnight. If bracket play begins mid-week the count will reset at midnight of the 7th day. (Example – If the end of season tournament begins on Tuesday the pitch count will reset at midnight Monday)
- 5.3.4** OMYBS is unable to monitor or control pitching outside of OMYBS competition. However, for the protection of the players, OMYBS strongly discourages pitching in non-OMYBS games during the OMYBS season if the combined number of pitches in OMYBS and non- OMYBS games exceed the pitching limitations.

League Age	Pitches Allowed Per Day	Pitches allowed per Week
13-14	75	135
12	75	125
11	75	115
9-10	60	100

- 5.3.5** Required rest periods are in place when a pitcher reaches thresholds of pitches delivered in a day as noted below. The rest period begins the moment the pitcher physically leaves the mound. The official scorekeeper will make note of the time in the official score book.
- 5.3.6** Except for End of season Tournament games, the following rest periods shall apply:
- 5.3.7** In End of Season tournament games, the following rest periods shall apply:

- 5.3.8** If a pitcher reaches the daily pitch limit imposed above for his/her league age while facing a batter, the pitcher may continue to pitch until that batter reaches base or is put out. All pitches (including those pitched to finish the last batter) count against the weekly pitch count but will not be counted for purposes of the required rest periods.
- 5.3.9** For example, if a player in the 9-10 league reaches the daily pitch limit (60) while facing a batter and throws 3 more pitches, as allowed, to finish the batter, the player will be considered to have thrown a total of 63 pitches for purposes of the 100 pitch weekly limit but only 60 for purposes of applying the rest rules.
- 5.3.10** If a pitcher reaches the weekly pitch limit imposed above for his/her league age while facing a batter, the pitcher may continue to pitch until that batter reaches base or is put out.
- 5.3.11** For intentional walks, the pitcher must throw the pitches to that batter. No player may be intentionally walked more than once per game.
- 5.3.12** The official scorekeeper will track each pitcher's number of pitches as well as the time the pitcher completes his final pitch and physically leaves the mound in the official score book which both coaches must sign at the conclusion of each game.
- 5.3.13** Should a pitcher exceed the required daily or weekly pitch count limit or violate the required rest rules, the head coach and team may be penalized. These penalties may include but are not limited to letter of reprimand, suspension, or game forfeiture.
- 5.3.14** Offending Coaches may appeal each penalty before the Division Manager, Tournament Director, or Protest Committee for final determination.
- 5.3.15** Once a pitcher reaches the 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

5.4 Appeals, and Protests

- 5.4.1** 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.
- 5.4.2** 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.
- 5.4.3** 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.
- 5.4.4** No team shall forfeit a game solely because it cannot provide all 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 shall submit a blank in its batting order for each player less than eight (8) 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.

- 5.4.5** 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 6,7, or 8 year old divisions provided that the selected player(s):

5.5 Special Rules for All Ages

- 5.5.1** 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
- 5.5.2** A player or coach who is bleeding or who has an open wound shall be prohibited from participating further in the game until appropriate treatment has been administered.

- 5.5.3** The coach shall submit a batting order line-up which shall include all team members which are present, regardless of the number.
- 5.5.4** 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.
- 5.5.5** 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.
- 5.5.6** 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
- 5.5.7** 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.
- 5.5.8** Penalty for violation is forfeit of the game. Exceptions are granted for benched players or players ejected by an umpire.
- 5.5.9** 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
- 5.5.10** Coaches cannot physically touch baserunners unless time has been called. The penalty for touching a player during live play is that the player is automatically out.
- 5.5.11** No spectator shall be allowed on the playing field during the playing of the game. In the event that the spectators swarm on the playing field, the umpire in chief will request to the head coaches that the field be cleared within five (5) minutes under penalty of having the game forfeited.
- 5.5.12** Tobacco products are not allowed. This includes but is not limited to cigarettes, smokeless tobacco, and vapor devices. This applies to all players, coaches, umpires, and game officials on the playing field
- 5.5.13** Any runner is out when he/she does not slide or attempt to avoid the fielder who has the ball in the proximity of the base and is waiting to make the tag. If contact is made with the fielder and in the umpires judgment the contact by the runner is deemed to be malicious, then the runner is out and shall be ejected from the game.
- 5.5.14** In the judgment of the umpire, if a defensive player is injured by being hit in the face, throat, or head and cannot continue to play, time will be called immediately and all players awarded one base. Any other injury deemed serious enough in judgment of the umpire will be handled in the same manner. The coach must not enter the field until time is called. NOTE: THIS IS A JUDGMENT CALL AND CANNOT BE APPEALED OR PROTESTED
- 5.5.15** "Slashing" - the act of faking a bunt stance, then resetting and taking a swing at the pitch is prohibited. Faking a bunt is legal as is pulling the bat back from a bunt stance, however taking a swing afterwards on the same pitch shall be illegal, and it is an umpire's judgment call. If it is ruled a "slash", the batter shall be automatically out and no runners shall be allowed to advance.
- 5.5.16** A pressure type protective batting helmet with full ear flaps must be worn by all batters and base runners. Any batter who bats without his headgear is out after the first (1st) pitch. Any player running the base who deliberately removes his headgear in umpire's decision is out.

- 5.5.17** A new inning cannot begin with less than 5 minutes remaining in regulation time.
League Tournament Championship games have no time limit.

5.6 End of Season Tournament (Ages 6-14)

- 5.6.1** Each baseball team in the age group (6-13/14) 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.
- 5.6.2** 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.
- 5.6.3** 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.
- 5.6.4** 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.
- 5.6.5** If two teams are tied, the team that defeated the other is the winner (situation A)
- 5.6.6** 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
- 5.6.7** 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
- 5.6.8** Circumstances outside these guidelines must be approved by the Executive Committee.
- 5.6.9** 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
- 5.6.10** 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.
- 5.6.11** 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.
- 5.6.12** If a Rainout that occurs during an End of Season Tournament, the game is considered suspended, with play to be resumed on another day even if one team is in the lead. Play begins immediately where it stopped, with players in the same positions -- including on bases if necessary -- and the number of balls, strikes and outs consistent.
- 5.6.13** If a rainout occurs during a tournament game before one full inning, then the game will start over on another day as if it were a brand-new game.

Age Group Specific Rules

34 3 & 4 year old Baseball Rules

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 positions.
- Demonstrated a consistent ability in 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.

34.1 General Rules

34.1.1 A regulation game shall consist of 2 innings or 45 minutes.

34.1.2 Each team shall consist of between 5 (5) and nine (9) rostered players

34.1.3 Official scoring will not be kept, announced, or posted on the scoreboard

34.2 Equipment

34.2.1 Each Team will furnish a league provided RIF – Level(1) safety ball for play

34.2.2 No metal cleats shall be allowed.

34.2.3 The player playing the pitcher position shall wear a protective face mask and a chest protector (“Heart-guard” or similar).

34.2.4 There is no catcher position for 3 & 4 year old baseball.

34.2.5 The league will provide a batting tee for all games.

34.3 Playing Field

34.3.1 First and third baselines shall be fifty-five (55) feet from the point of home plate.

34.3.2 The pitching circle will be ten (10) feet in diameter and the center will be thirty (30) feet from the back of home plate.

34.3.3 A 20-ft (Fair ball) Arc shall be drawn on the field in front of home plate.

34.4 Offense

- 34.4.1** 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
- 34.4.2** Batters will bat from a batter's tee. The coach will assist each player with his/her stance and place the ball on the tee when the defense is ready.
- 34.4.3** A batted ball which fails to go past the 20 foot fair all arc line shall be considered foul.
- 34.4.4** There are no strikeouts. The player swings until a ball is put in fair play.
- 34.4.5** 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.
- 34.4.6** All players available for play will bat in continuous order.
- 34.4.7** There is no stealing or leading off base.

34.5 Defense

- 34.5.1** Each team will use all players on defense.
- 34.5.2** Coaches may move players to different positions during an inning so that they may have a better opportunity to field a ball.

34.6 Miscellaneous

- 34.6.1** There is no limit to the number of coaches on the field on defense.
- 34.6.2** The offensive team can have base coaches at all bases if needed.
- 34.6.3** Please make sure that players are only swinging bats when in the batter's box.

50 5 year old baseball Rules

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.

50.1 General Rules

50.1.1 A regulation game shall consist of 3 innings or 60 minutes.

50.1.2 Each team shall consist of between 7 (7) and nine (9) rostered players

50.1.3 Official scoring will not be kept, announced, or posted on the scoreboard

50.2 Equipment

50.2.1 Each Team will furnish a league provided RIF – Level(1) safety ball for play.

50.2.2 No metal cleats shall be allowed.

50.2.3 The player playing the pitcher position shall wear a protective face mask and a chest protector ("Heartguard" or similar).

50.2.4 There is no catcher position for 5 year old baseball.

50.2.5 The league will provide a batting tee for all games.

50.3 Playing Field

50.3.1 First and third baselines shall be fifty-five (55) feet from the point of home plate.

50.3.2 The pitching circle will be ten (10) feet in diameter and the center will be thirty (30) feet from the back of home plate.

50.3.3 A 20-ft (Fair ball) Arc shall be drawn on the field in front of home plate.

50.4 Offense

- 50.4.1** 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
- 50.4.2** Batters will bat from a coach's pitch. The coach will pitch from behind the 20 foot (fair ball) arc line. The coach should pitch with an overhand motion either standing or kneeling.
- 50.4.3** A batted ball which fails to go past the 20 foot fair all arc line shall be considered foul. Bunting is not allowed
- 50.4.4** After the ball has been put in play from the coach's pitch, the pitching coach must exit the playing field.
- 50.4.5** 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.
- 50.4.6** 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.
- 50.4.7** All players available for play will bat in continuous order.
- 50.4.8** There is no stealing or leading off base.

50.5 Defense

- 50.5.1** Each team will use all players on defense.
- 50.5.2** Infield fly is not in effect.
- 50.5.3** Coaches may move players to different positions during an inning so that they may have a better opportunity to field a ball.

50.6 Miscellaneous

- 50.6.1** There shall be a maximum of four (4) coaches on the field per team.
- 50.6.2** 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
- 50.6.3** 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.

50.7 Rainouts Delays, Make-up games, & Complete Games

- 50.7.1** If a rainout occurs before one full inning, then the game will start over on another day as if it were a brand-new game.

60 6 - Year Old Baseball Rules

60.1 General Rules

- 60.1.1** A regulation game shall consist of 4 innings or 75 minutes.
- 60.1.2** Each team shall consist of between ten (10) and twelve (12) rostered players
- 60.1.3** In order to start a game a team must have eight (8) players present. If other players arrive they will be inserted at the end of the batting order.
- 60.1.4** If eight (8) players are not available within fifteen (15) minutes of the scheduled start time the game shall be ruled a forfeit and the score recorded as 6-0.
- 60.1.5** If a team is playing with less than ten (10) players they must have a complete infield, including a pitcher and catcher.

60.2 Equipment

- 60.2.1** Each Team will furnish a league provided RIF – Level5 safety ball for play. Coaches are not permitted to purchase their own game balls for use during regular season games.
- 60.2.2** No metal cleats shall be allowed.
- 60.2.3** The player playing the pitcher position shall wear a protective face mask and a chest protector (“Heart-guard” or similar).
- 60.2.4** Catchers must wear a catcher’s mask or batting helmet with face mask, and a chest protector (“Heart-guard” or similar).
- 60.2.5** The league will provide a batting tee for all games.

60.3 Playing Field

- 60.3.1** First and third baselines shall be fifty-five (55) feet from the point of home plate.
- 60.3.2** The pitching circle will be ten (10) feet in diameter and the center will be forty (30) feet from the back of home plate.
- 60.3.3** A 20-ft (Fair ball) Arc shall be drawn on the field in front of home plate.
- 60.3.4** 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

60.4 Offense

- 60.4.1** 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
- 60.4.2** Batters will bat from a coach's pitch. The coach will pitch from behind the 20 foot (fair ball) arc line. The coach should pitch with an overhand motion either standing or kneeling.
- 60.4.3** A batted ball which fails to go past the 20 foot fair all arc line shall be considered foul. Bunting is not allowed
- 60.4.4** After the ball has been put in play from the coach's pitch, the pitching coach must exit the playing field.
- 60.4.5** 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.
- 60.4.6** 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
- 60.4.7** 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.
- 60.4.8** 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.
- 60.4.9** All players available for play will bat in continuous order. In regular season games if a team is unable to field ten (10) players there will be no outs taken in the "vacant" batting positions. The team will simply bat the players it has available.
- 60.4.10** Any base runner leaving the base before the ball reaches home plate (umpire's judgment). The ball is considered dead and a no pitch. All runners must return to the base they previously occupied.
- 60.4.11** There is no stealing or leading off base.

60.5 Defense

- 60.5.1** Each team will use all players on defense.
- 60.5.2** The team must field all 5 primary infield positions including pitcher with an optional catcher.
- 60.5.3** If a catcher is used they must stand along the backstop wearing a helmet with facemask and a chest protector.
- 60.5.4** All other players must play in the outfield. Twenty (20) feet behind the base path until ball is hit.
- 60.5.5** The defensive player listed as pitcher will stay in the ten (10) foot circle until ball is hit. He can have one foot outside of the circle. PENALTY: Offense gets choice of play or re-bat.
- 60.5.6** Infield fly is not in effect.

- 60.5.7** 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.
- 60.5.8** Coaches may move players to different positions during an inning until the last batter.
- 60.5.9** 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):
- 60.5.10** The pitcher or any defensive player has control of the ball, with both feet in the pitching circle, and has requested “time”.
- 60.5.11** Any defensive player has control of the ball, contains the lead runner to a base, and has requested “time”.
- 60.5.12** One defensive coach may be out of the dugout at the open end, to instruct his/her defensive players.
- 60.5.13** 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

60.6 Pitching Rules – Pitching Machine

- 60.6.1** An offensive coach will operate the pitching machine and pitch to his own batters. He may only talk to the runner between home and first base and between third base and home while the ball is in play. PENALTY: After one (1) warning the coach will be replaced.
- 60.6.2** On any batted ball that hits the pitching coach or pitching machine a single will be awarded to the batter and any “forced” base runner will advance one base. If he coach intentionally (in the umpires judgement) allows a ball to hit him the batter will be declared out, a dead ball called, and all runners must return to the base they started from on that pitch.
- 60.6.3** The pitching machine will be set so that the ball shall be traveling at 32 MPH when the ball crosses home plate.
- 60.6.4** The pitching coach may adjust the machine at the start of his team’s at-bat or at the umpire’s discretion; however it should NOT be necessary to adjust the machine for each batter. The umpire should allow the machine to be checked/adjusted after it is hit by a player, coach, umpire or ball, or if it starts to consistently deliver pitches out of the strike zone.

60.7 Miscellaneous

- 60.7.1** There will be a maximum of one (1) offensive and one (1) defensive time out per inning with each time out being no more than one (1) minute in length. The scorekeeper will keep a log of time-outs.
- 60.7.2** Games will be 1 hour and 30 minutes or six (6) full innings, whichever comes first.
- 60.7.3** Free substitution of defensive players is allowed at any time during the game. The batting order shall not be changed during the game. There is a maximum of ten (7) runs per inning in tournament play.
- 60.7.4** Three (3) strikes is an out--even if the pitched ball is not caught.
- 60.7.5** There is no infield fly rule.

60.8 Rainouts Delays, Make-up games, & Complete Games

- 60.8.1** If a rainout occurs before one full inning, then the game will start over on another day as if it were a brand-new game.
- 60.8.2** If a rainout call occurs after the players have played **two** complete innings, the game is considered official, which means that the team currently in the lead is the game's winner even if the game cannot be played to completion.
- 60.8.3** If the score is tied after the game has become official when a rainout occurs, the game result will be recorded as a tie.
- 60.8.4** A rainout after one full inning but before two innings suspends the game, with play to be resumed on another day, even if one team is in the lead. Play begins immediately where it stopped, with players in the same positions -- including on bases if necessary -- and the number of balls, strikes and outs consistent.

78 7 & 8 Year Old Baseball Rules

78.1 General Rules

- 78.1.1** A regulation game shall consist of 6 innings or 90 Minutes.
- 78.1.2** Each team shall consist of between ten (10) and twelve (12) rostered players
- 78.1.3** In order to start a game a team must have eight (8) players present. If other players arrive they will be inserted at the end of the batting order.
- 78.1.4** If eight (8) players are not available within fifteen (15) of the scheduled start time the game shall be ruled a forfeit and the score recorded as 6-0.
- 78.1.5** If a team is playing with less than ten (10) players they must have a complete infield, including a pitcher and catcher.
- 78.1.6** There is a maximum of seven (7) runs per inning in play.
- 78.1.7** Each team shall provide (2) league provided game balls in good condition to the home plate umpire prior to the game
- 78.1.8** OMYBS will provide game balls for the end of season tournament games.

78.2 Equipment

- 78.2.1** No metal cleats shall be allowed.
- 78.2.2** The player playing the pitcher position shall wear a protective face mask and a chest protector, "Heart-guard", or similar.
- 78.2.3** Catchers must wear a protective cup.
- 78.2.4** Catchers must wear full catcher's gear while on defense including a protective helmet with throat protector, ear protection, and attached mask. No skull caps with mask shall be allowed.

78.3 Playing Field

- 78.3.1** First and third baselines shall be sixty (60) feet from the point of home plate.
- 78.3.2** The pitching circle will be ten (10) feet in diameter and the center will be forty (40) feet from the back of home plate.
- 78.3.3** The center of the pitching machine shall be centered over the front of the pitching rubber.

78.4 Offense

- 78.4.1** All players available for play will bat in continuous order. In regular season games if a team is unable to field ten (10) players there will be no outs taken in the "vacant" batting positions. The team will simply bat the players it has available.
- 78.4.2** If a player is injured during the game and is unable to continue to play in the game in the judgment of the home plate umpire, no out shall be charged to that team.
- 78.4.3** An injured player shall not return to that game once he/she is deemed injured by the home plate umpire.
- 78.4.4** **For 7U Baseball:** An offensive batter will receive seven (7) pitches before being declared out. He/she may be called out on three (3) swinging strikes. If the fifth (7th) pitch is fouled he/she may continue to bat. If the seventh (7th) pitch is fouled and caught it is an out.

- 78.4.5 For 8U Baseball:** An offensive batter will receive five (5) pitches before being declared out. He/she may be called out on three (3) swinging strikes. If the fifth (5th) pitch is fouled he/she may continue to bat. If fifth (5th) pitch is fouled and caught it is an out.
- 78.4.6** There will be no walks.
- 78.4.7** Bunting shall not be allowed; half swings, as judged by the umpire, will be called a bunt. PENALTY: A strike will be called on the batter. If on the third strike or fifth pitch, the batter attempts to bunt and fouls the ball will be called out.
- 78.4.8** After one (1) warning per game per player for slinging his bat, the batter will be out, a dead ball called, no runners can advance.
- 78.4.9** Any base runner leaving the base before the ball reaches home plate is out (umpire's decision). The ball is considered dead and a no pitch. If a runner misses a base, it will be an appeal play to the umpire.
- 78.4.10** There is no stealing or leading off base.

78.5 Defense

- 78.5.1** Only ten (10) defensive players will play in the field. Four (4) outfielders, twenty (20) feet behind the base path until ball is hit.
- 78.5.2** The defensive player listed as pitcher will stay in the ten (10) foot circle until ball is hit. He can have one foot outside of the circle. The player may not be in front of the pitching rubber (extended) until the ball is hit. If there is no pitching rubber for reference the player must start the play behind the front leg of the pitching machine. PENALTY: Offense gets choice of play or re-bat.
- 78.5.3** Play shall be stopped by the defensive team heading off or stopping the front runner. Any other runner may continue at his/her own risk. Any play made on a runner other than the front runner will release the front runner. Other runners may continue. If no runners are attempting to advance and the defense has called time, the umpire may grant time at his discretion.
- 78.5.4** One defensive coach may be out of the dugout at the open end, to instruct his/her defensive players.

78.6 Pitching Rules – Pitching Machine

- 78.6.1** An offensive coach will operate the pitching machine and pitch to his own batters. He may only talk to the runner between home and first base and between third base and home while the ball is in play. PENALTY: After one (1) warning the coach will be replaced.
- 78.6.2** On any batted ball that hits the pitching coach or pitching machine a single will be awarded to the batter and any "forced" base runner will advance one base. If the coach intentionally (in the umpires judgement) allows a ball to hit him the batter will be declared out, a dead ball called, and all runners must return to the base they started from on that pitch.
- 78.6.3** The pitching machine will be set so that the ball shall be traveling at 32 MPH when the ball crosses home plate.
- 78.6.4** The pitching coach may adjust the machine at the start of his team's at-bat or at the umpire's discretion; however it should NOT be necessary to adjust the machine for each batter. The umpire should allow the machine to be checked/adjusted after it is hit by a player, coach, umpire or ball, or if it starts to consistently deliver pitches out of the strike zone.

78.7 Miscellaneous

- 78.7.1** There will be a maximum of one (1) offensive and one (1) defensive time out per inning with each time out being no more than one (1) minute in length. The scorekeeper will keep a log of time-outs.
- 78.7.2** Games will be 1 hour and 30 minutes or six (6) full innings, whichever comes first.
- 78.7.3** Free substitution of defensive players is allowed at any time during the game. The batting order shall not be changed during the game.
- 78.7.4** Three (3) strikes is an out--even if the pitched ball is not caught.
- 78.7.5** There is no infield fly rule.

78.8 Rain Delays and Suspension of play

- 78.8.1** If a rainout call occurs after the players have played **three** complete innings, the game is considered official, which means that the team currently in the lead is the game's winner even if the game cannot be played to completion.
- 78.8.2** If the score is tied after the game has become official when a rainout occurs, the game result will be recorded as a tie.
- 78.8.3** A rainout after one full inning but before three innings suspends the game, with play to be resumed on another day, even if one team is in the lead. Play begins immediately where it stopped, with players in the same positions -- including on bases if necessary -- and the number of balls, strikes and outs consistent.
- 78.8.4** If a rainout occurs before one full inning, then the game will start over on another day as if it were a brand-new game.

90 9 & 10 Year Old Baseball Rules

90.1 General Rules

- 90.1.1** A regulation game shall consist of 6 innings or 1hr 45 minutes. (90 minutes in the Fall program)
- 90.1.2** Each team shall consist of between nine (9) and twelve (12) rostered players
- 90.1.3** In order to start a game a team must have eight (8) players present. If other players arrive they will be inserted at the end of the batting order.
- 90.1.4** If eight (8) players are not available within fifteen (15) of the scheduled start time the game shall be ruled a forfeit and the score recorded as 6-0.
- 90.1.5** There is a maximum of ten (10) runs per inning.
- 90.1.6** Each team shall provide (2) league provided game balls to the head umpire prior to the start of the game
- 90.1.7** OMYBS will provide game balls for the end of season tournament games.

90.2 Equipment

- 90.2.1** No metal cleats shall be allowed.
- 90.2.2** Catchers must wear a protective cup.
- 90.2.3** Catchers must wear full catcher's gear while on defense including a protective helmet with throat protector, ear protection, and attached mask. No skull caps with mask shall be allowed.
- 90.2.4** Any player warming up a pitcher shall wear a catcher's mask; there shall be a protective player within close proximity of the pitcher and catcher wearing a batting helmet to protect the catcher and pitcher while they are warming up.

90.3 Playing Field

- 90.3.1** First and third baselines shall be sixty five (65) feet from the point of home plate.
- 90.3.2** The distance from the point of home plate to second base and from first base to third base shall be eighty-four (84) feet ten (10) inches.
- 90.3.3** The pitching distance shall be forty-six (46) feet from the point of home plate to the front of the pitching rubber.
- 90.3.4** The height of the pitching rubber above the level of home plate shall be raised by a gradual slope to six (6) inches. The strike zone shall comply with major league rules.

90.4 Pitching Rules

- 90.4.1** [See Section 5.3 for Pitching Rules](#)
- 90.4.2** Any violation of pitching rules will result in forfeiture of the game.

90.5 Offense

- 90.5.1** Any coach going onto the playing field to talk to the same batter (or a batter going to the dugout or bench to talk to a coach) more than one (1) time per batter per inning will result in the current batter being declared out. **NOTE: The only exception is in the case of injury, or if the time is called by the opposing team or umpire.**
- 90.5.2** A batter removed from the game because of too many appearances on the field by a coach in one inning, cannot return to the game until this half inning of play has been completed.
- 90.5.3** All players available for play will bat in continuous order. In regular season games if a team is unable to field nine (9) players there will be no out(s) taken in the “vacant” batting positions. The team will simply bat the players it has available.
- 90.5.4** In tournament play a team must have nine (8) players available for their batting line-up. A team with less than the required number of players (8) shall submit a blank in its batting order for each player less than the required number in a place selected by the team head coach and that team shall be charged with an out at each occurrence where each blank comes up in the batting order; except no out shall be charged if a player cannot play due to illness, injury, or circumstances deemed to be “an excused absence.”
- 90.5.5** The Division Manager or Commissioner shall have the final discretion to determine “an excused absence.” An out will be charged for an “unexcused absence” or for an ejected player.
- 90.5.6** If a player is injured during the game and is unable to continue to play in the game in the judgment of the home plate umpire, no out shall be charged to that team. An injured player shall not return to that game once he/she is deemed injured by the home plate umpire.
- 90.5.7** The mercy rule shall be in effect. 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.

90.6 Defense

- 90.6.1** Any coach who calls time and goes onto the playing field more than one (1) time in one inning (not game) per pitcher to talk to a player or players, will be required to remove the current pitcher from the mound.
- 90.6.2** Once removed, the pitcher shall not return to the mound the remainder of the game.

90.7 Miscellaneous

- 90.7.1** All ground rules must be given to the coaches prior to the beginning of the game
- 90.7.2** The home team must have their pitcher warmed up and ready to pitch after eight (8) warm-up pitches, or two (2) minutes, immediately after the umpire notifies the teams to play ball.
- 90.7.3** Any base runner leaving the base before the ball reaches home plate is out (umpire’s decision). The ball is considered dead and a no pitch. If a runner misses a base, it will be an appeal play to the umpire.
- 90.7.4** Three (3) strikes is an out--even if the pitched ball is not caught.
- 90.7.5** Infield Fly rule is in effect.

90.8 Rain Delays and Suspension of play

- 90.8.1** If a rainout call occurs after the players have played **three** complete innings, the game is considered official, which means that the team currently in the lead is the game's winner even if the game cannot be played to completion.
- 90.8.2** If the score is tied after the game has become official when a rainout occurs, the game result will be recorded as a tie.
- 90.8.3** A rainout after one full inning but before three innings suspends the game, with play to be resumed on another day, even if one team is in the lead. Play begins immediately where it stopped, with players in the same positions -- including on bases if necessary -- and the number of balls, strikes and outs consistent.
- 90.8.4** If a rainout occurs before one full inning, then the game will start over on another day as if it were a brand-new game.

11 11 & 12 Year old Baseball Rules

11.1 General Rules

- 11.1.1** The Time limit for a regulation game will be 1hr 45 Minutes or 6 innings
- 11.1.2** Each team shall consist of between nine (9) and twelve (12) rostered players
- 11.1.3** In order to start a game a team must have eight (8) players present. If other players arrive they will be inserted at the end of the batting order.
- 11.1.4** If eight (8) players are not available within fifteen (15) of the scheduled start time the game shall be ruled a forfeit and the score recorded as 6-0.
- 11.1.5** Each team shall provide (2) league provided game balls to the head umpire prior to the start of the game
- 11.1.6** OMYBS will provide game balls for the end of season tournament games.

11.2 Equipment

- 11.2.1** No metal cleats shall be allowed.
- 11.2.2** Catchers must wear a protective cup.
- 11.2.3** Catchers must wear full catcher's gear while on defense including a protective helmet with throat protector, ear protection, and attached mask. No skull caps with mask shall be allowed.
- 11.2.4** Any player warming up a pitcher shall wear a catcher's mask; there shall be a protective player within close proximity of the pitcher and catcher wearing a batting helmet to protect the catcher and pitcher while they are warming up.

11.3 Playing Field

- 11.3.1** First and third baselines shall be seventy (70) feet from the point of home plate.
- 11.3.2** The distance from the point of home plate to second base and from first base to third base shall be eighty-four (99) feet.
- 11.3.3** The pitching distance shall be fifty (50) feet from the point of home plate to the front of the pitching rubber.
- 11.3.4** The height of the pitching rubber above the level of home plate shall be raised by a gradual slope to six (6) inches. The strike zone shall comply with major league rules.

11.4 Offense

- 11.4.1** Any coach going onto the playing field to talk to the same batter (or a batter going to the dugout or bench to talk to a coach) more than one (1) time per batter per inning will result in the current batter being declared out. NOTE: The only exception is in the case of injury, or if the time is called by the opposing team or umpire.
- 11.4.2** A batter removed from the game because of too many appearances on the field by a coach in one inning, cannot return to the game until this half inning of play has been completed.
- 11.4.3** All players available for play will bat in continuous order. In regular season games if a team is unable to field nine (9) players there will be no out(s) taken in the "vacant" batting positions. The team will simply bat the players it has available.

- 11.4.4** In tournament play a team must have eight (8) players available for their batting line-up. A team with less than the required number of players (8) shall submit a blank in its batting order for each player less than the required number in a place selected by the team head coach and that team shall be charged with an out at each occurrence where each blank comes up in the batting order; except no out shall be charged if a player cannot play due to illness, injury, or circumstances deemed to be “an excused absence.”
- 11.4.5** The Division Manager or Commissioner shall have the final discretion to determine “an excused absence.” An out will be charged for an “unexcused absence” or for an ejected player.
- 11.4.6** If a player is injured during the game and is unable to continue to play in the game in the judgment of the home plate umpire, no out shall be charged to that team. An injured player shall not return to that game once he/she is deemed injured by the home plate umpire.

11.5 Pitching Rules

- 11.5.1** [See Section 5.3 for Age specific Pitching Limits](#)
- 11.5.2** Any violation of pitching rules will result in forfeiture of the game.

11.6 Defense

- 11.6.1** Any coach who calls time and goes onto the playing field more than one (1) time in one inning (not game) per pitcher to talk to a player or players, will be required to remove the current pitcher from the mound.
- 11.6.2** Once removed, the pitcher shall not return to the mound the remainder of the game.

11.7 Miscellaneous

- 11.7.1** All ground rules must be given to the coaches prior to the beginning of the game
- 11.7.2** An uncaught 3rd strike is live per the rules of Major League Baseball
- 11.7.3** The use of a courtesy runner is permitted ONLY for the catcher of record to speed the game up. The courtesy runner should be the last player to produce a batted out.
- 11.7.4** The home team must have their pitcher warmed up and ready to pitch after eight (8) warm-up pitches, or two (2) minutes, immediately after the umpire notifies the teams to play ball.
- 11.7.5** For 11 & 12 Divisions - runners will be allowed to lead-off as per the rules of Major League Baseball.
- 11.7.6** Infield Fly rule is in effect.
- 11.7.7** The mercy rule shall be in effect. 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.

11.8 Rain Delays and Suspension of play

- 11.8.1** If a rainout call occurs after the players have played **three** complete innings, the game is considered official, which means that the team currently in the lead is the game's winner even if the game cannot be played to completion.
- 11.8.2** If the score is tied after the game has become official when a rainout occurs, the game result will be recorded as a tie.

- 11.8.3** A rainout after one full inning but before three innings suspends the game, with play to be resumed on another day, even if one team is in the lead. Play begins immediately where it stopped, with players in the same positions -- including on bases if necessary -- and the number of balls, strikes and outs consistent.
- 11.8.4** If a rainout occurs before one full inning, then the game will start over on another day as if it were a brand-new game.

13 13 & 14 Year old Baseball Rules

13.1 General Rules

- 13.1.1** The Time limit for a regulation game will be 2hrs or 7 innings
- 13.1.2** Each team shall consist of between nine (9) and twelve (12) rostered players
- 13.1.3** In order to start a game a team must have eight (8) players present. If other players arrive they will be inserted at the end of the batting order.
- 13.1.4** If eight (8) players are not available within fifteen (15) of the scheduled start time the game shall be ruled a forfeit and the score recorded as 6-0.
- 13.1.5** Each team shall provide (2) league provided game balls to the head umpire prior to the start of the game.
- 13.1.6** OMYBS will provide game balls for the end of season tournament games.

13.2 Equipment

- 13.2.1** Metal cleats shall be allowed.
- 13.2.2** Catchers must wear a protective cup.
- 13.2.3** Catchers must wear full catcher's gear while on defense including a protective helmet with throat protector, ear protection, and attached mask. No skull caps with mask shall be allowed.
- 13.2.4** Any player warming up a pitcher shall wear a catcher's mask; there shall be a protective player within close proximity of the pitcher and catcher wearing a batting helmet to protect the catcher and pitcher while they are warming up.

13.3 Playing Field

- 13.3.1** First and third baselines shall be sixty five (90) feet from the point of home plate.
- 13.3.2** The pitching distance shall be sixty feet 6 inches (60' 6") from the point of home plate to the front of the pitching rubber.
- 13.3.3** The height of the pitching rubber above the level of home plate shall be raised by a gradual slope to six (10) inches. The strike zone shall comply with major league rules.

13.4 Offense

- 13.4.1** Any coach going onto the playing field to talk to the same batter (or a batter going to the dugout or bench to talk to a coach) more than one (1) time per batter per inning will result in the current batter being declared out. NOTE: The only exception is in the case of injury, or if the time is called by the opposing team or umpire.
- 13.4.2** A batter removed from the game because of too many appearances on the field by a coach in one inning, cannot return to the game until this half inning of play has been completed.
- 13.4.3** All players available for play will bat in continuous order. In regular season games if a team is unable to field nine (9) players there will be no out(s) taken in the "vacant" batting positions. The team will simply bat the players it has available.

- 13.4.4** In tournament play a team must have eight (8) players available for their batting line-up. A team with less than the required number of players (8) shall submit a blank in its batting order for each player less than the required number in a place selected by the team head coach and that team shall be charged with an out at each occurrence where each blank comes up in the batting order; except no out shall be charged if a player cannot play due to illness, injury, or circumstances deemed to be “an excused absence.”
- 13.4.5** The Division Manager or Commissioner shall have the final discretion to determine “an excused absence.” An out will be charged for an “unexcused absence” or for an ejected player.
- 13.4.6** If a player is injured during the game and is unable to continue to play in the game in the judgment of the home plate umpire, no out shall be charged to that team. An injured player shall not return to that game once he/she is deemed injured by the home plate umpire.

13.5 Pitching Rules

- 13.5.1** [See Section 5.3 for Age specific Pitching Limits](#)
- 13.5.2** Any violation of pitching rules will result in forfeiture of the game.

13.6 Defense

- 13.6.1** Any coach who calls time and goes onto the playing field more than one (1) time in one inning (not game) per pitcher to talk to a player or players, will be required to remove the current pitcher from the mound.
- 13.6.2** Once removed, the pitcher shall not return to the mound the remainder of the game.

13.7 Miscellaneous

- 13.7.1** All ground rules must be given to the coaches prior to the beginning of the game
- 13.7.2** An uncaught 3rd strike is live per the rules of Major League Baseball
- 13.7.3** The use of a courtesy runner is permitted ONLY for the catcher of record to speed the game up. The courtesy runner should be the last player to produce a batted out.
- 13.7.4** The home team must have their pitcher warmed up and ready to pitch after eight (8) warm-up pitches, or two (2) minutes, immediately after the umpire notifies the teams to play ball.
- 13.7.5** For 13 & 14 year old Divisions - runners will be allowed to lead-off as per the rules of Major League Baseball.
- 13.7.6** Infield Fly rule is in effect.
- 13.7.7** The mercy rule shall be in effect. 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.

13.8 Rain Delays and Suspension of play

- 13.8.1** If a rainout call occurs after the players have played **four (4)** complete innings, the game is considered official, which means that the team currently in the lead is the game's winner even if the game cannot be played to completion.
- 13.8.2** If the score is tied after the game has become official when a rainout occurs, the game result will be recorded as a tie.

- 13.8.3** A rainout after one full inning but before three innings suspends the game, with play to be resumed on another day, even if one team is in the lead. Play begins immediately where it stopped, with players in the same positions -- including on bases if necessary -- and the number of balls, strikes and outs consistent.
- 13.8.4** If a rainout occurs before one full inning, then the game will start over on another day as if it were a brand-new game.