

2023 OYBI Rule Book

THE FOLLOWING 3rd GRADE RULES APPLY ONLY TO THE FIRST 8 GAMES SPRING/SUMMER SEASON. AFTER THAT THE RULES THAT APPLY ARE THOSE THAT ARE LISTED IN THE MINOR DIVISION 3rd GRADE RULES. FALL SEASON WILL FOLLOW THE BELOW RULES FOR THE WHOLE SEASON.

PITCHING LIMITATIONS

- A. Player-pitcher will pitch to each batter until the batter has completed a regulation at bat. If the batter receives a base on balls, he will remain at the plate and the adult-coach/pitcher will pitch up to an additional three pitches. At this point, if the batter has not reached base, he will be out.
- B. If batter is hit by a pitch thrown by the player-pitcher unless he is unable to continue to play due to being hit by the pitch, the player-batter (Not Coach) will be given the option to either have the adult coach-pitcher pitch up to an additional three pitches or take first base.
 - a. If the batter is unable to continue to play, he will return to the dug-out, and the next batter in the order will come to the plate with a new count. The injured player will be skipped in the order without penalty and may return to the game at any time and will hit in his original batting order.
- C. Adult pitcher will pitch to players on his own team and must limit coaching to the batter only while on the field. **(NO stealing or advancing on passed balls while Coach is pitching)**
- D. Balls and strikes will be called only while the player-pitcher is pitching. The strike zone shall be that area over home plate, to include the black beveled edge on the outside, and the black beveled edge plus a ball's width on the inside, which is from under the chin to the top of the knees when the batter assumes a natural stance. The umpire shall determine the strike zone according to the batter's natural stance when the batter swings at the pitch.
- E. Pitcher-coach must maintain contact with the pitcher's mound on delivery of the pitch.
- F. Any player-pitcher who hits three batters in one inning by pitches, will be removed from the game as a pitcher, but may play another defensive position.
- G. Player-pitcher may pitch a maximum of two innings per game, they are not required to be consecutive. There will be no limit on innings per week, nor any rest period between games.

The following 3rd Grade Rules will apply for the full Season:

RULE 7.13(a) - A RUNNER AT THIRD BASE, starting with the pitch, will be allowed to advance home on these such instances ONLY:

- 1) There is a batted ball
- 2) Bases are loaded and he is forced in by a walk or the batter is hit by a pitch.

Runners may advance at their own risk a maximum of one base on an overthrow to a base, regardless of the subsequent play. **EXCEPTION: WHEN THERE IS A DEFENSIVE OVERTHROW AT 3rd BASE REGARDLESS OF THE BALL STAYING IN PLAY OR NOT, THE RUNNER MUST STAY AT 3rd BASE.**

RULE 8.05 – NO BALK IN THE MINOR DIVISION

RULE 8.07 – NO INFIELD FLY RULE

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REGULATIONS

REGULATION I - FIELD DECORUM

Activities of participants in OYBI will meet with the standards and policies set by the Board. Managers, coaches, players, umpires, and spectators are to be guided by the following standards regarding conduct and behavior during games and practices: The use of tobacco in ANY FORM or Tobacco Alternative (E-cigarettes, etc.) is prohibited on the playing field, benches, dugouts and City Parks. The consumption of alcoholic beverages and drugs is expressly forbidden at any association function and, further, anyone coming to a game or practice under the influence will not be allowed to remain. Any player, coach, or parent/fan, whose conduct is unbecoming or abusive will, at minimum, be warned and may be removed from the playing field and/or stands at the discretion of the umpires or field supervisory staff. The playing of music will be limited to prior to the start of the game and in between innings only. No music will be allowed once an inning has begun. The volume should be kept at a level that does not disturb other fields. League officials and umpires will have the right to ask teams to lower the volume level/turn off the music if it is disturbing other fields.

- A. **MANAGERS, COACHES AND UMPIRES** - All coaching personnel must be registered with the League. Team Managers (head coaches) shall see that the rules of OYB and player safety are always practiced. They are fully responsible for ensuring that good sportsmanship is practiced by coaches, players, and parents. They will be responsible for the handling and return of any equipment loaned by the league. In addition, they should attend coaches' managers and instructional classes scheduled by the Board. All issues or concerns shall be brought to the attention of the league president or director(s). They will notify all players of rainouts and rescheduled games. A team manager who resigns is not responsible for finding a replacement. That duty shall fall to league president; however, the manager shall be responsible for replacing a coach who resigns. Managers and coaches must dress according to the following minimum standard: Baseball cap like the players; pants, jeans or slacks, shorts (hemmed) but not frayed cutoffs, shirts with sleeves and shoes but not sandals. Managers and coaches must request time out before leaving either the dug-out or coaching box. Arguing of balls and strikes, out, safe, fair, foul will not be permitted. Manager/coaches DO NOT question, ask, argue, or complain about the strike zone. Failure to comply may result in ejection. Coaches shall at no time direct disparaging remarks toward any player, official, or other adults during games or practice sessions. If a coach is ejected, he must leave the complex immediately and will be suspended for the next game. Coach may wait in the parking lot for the game to end to pick up a player(s) who may be playing in the game. See Section D for additional details regarding the handling of ejections and unsportsmanlike conduct. Continue Page 4

- B. PLAYERS** - All players must adhere to high standards of good sportsmanship and fair play during games and practice sessions. No razzing, heckling, taunting, or "riding" of opposing players will be allowed by players, managers, or coaches. When a pitcher is on the mound and comes set, ready to deliver a pitch, all yelling, screaming, or chanting shall stop. Players shall not carelessly, or in a state of anger, throw equipment, or initiate malicious contact. Violations may result in an ejection at the discretion of the umpire. Players shall not wear jewelry such as metal/plastic necklaces/bracelets or earrings. **EXCEPTION:** Medical ID bracelets and sports necklaces WILL be allowed. Players are permitted, and encouraged, to shout encouragement to their own teammates while on the field or bench. In the event of any flagrant violations of rules or policies by a player, or a player's parent(s), the player will be subject to removal from membership. Players are expected to attend games and practices. Any player who anticipates being absent from games or practices should call his manager or coach. Players are responsible for keeping their uniforms in good condition.
- C. SPECTATORS** - Are invited to view games free of charge as guests of the OYBI. Spectators must always stay off the playing field at all times and must remain in the spectator's area during the games. "Riding" players and shouting at other adults is forbidden. When a pitcher is on the mound and comes set, ready to deliver a pitch, all yelling, screaming, or chanting shall stop. The use of artificial noise makers, such as radios, cowbells, airhorns, etc. are prohibited at all OYBI games or tournaments. If a spectator is ejected at the discretion of the umpire and field supervisor, they must leave the complex immediately. Spectators may wait in the parking lot for the game to end to pick up a player(s) who may be playing in the game. The OYBI has the right, after sufficient warning, to declare a forfeit if a partisan spectator is asked to leave the spectator's area because of misconduct and does not comply with the request. The game under these circumstances will be awarded to the opposing team, by forfeit.
- D. FILING COMPLAINTS OR REPORTING UNSPORTSMANLIKE BEHAVIIR** – Any duly registered manager, coach, or parent of a registered player may report unsportsmanlike conduct is done so in writing with signature. Such reporter may be called upon to present verbal explanation if needed.

The Executive Board is required to review (a) All ejections, (b) All reports of unsportsmanlike behavior during, following or between games. Any person who has been reported will be so advised as to what he has been accused or in writing, followed by disposition of the case and hearing (if necessary).

NOTE: This could be an officer, spectator, parent, fan, or supporter and is not limited to manager, coaches, or players. Field conduct on the part of all participants will be carefully and intelligently scrutinized on an impartial basis with as consistent conformity as is possible. Each case or instance will be handled on an individual basis until precedence is manifest. Warnings may be forth coming and if so to be treated with heed. Continue Page 5

Depending on the nature of the complaint and/or the number of reported offenses, the Executive Board is authorized to take any action deemed necessary, up to and including permanent suspension from Olathe Youth Baseball, for the overall good of the program. Suspension means that the person(s) suspended may not be on the playing field in any capacity at an officially scheduled game nor in the stands in at any other capacity other than as a peaceful spectator. He/she may not be in uniform (team cap excluded).

Violation of suspension will automatically carry forfeiture by the team with which the suspended party is affiliated at the time of the violation.

E. PRE-GAME and GAME PROCEDURES - Managers will have ALL PLAYERS off the field and ready for the plate meeting NO LATER than 5 minutes before the scheduled start time. If the preceding game finishes early for any reason, the next scheduled game may start up to 10 minutes early ONLY IF both team managers and the umpires agree to do so.

F. No bat-boy/girl will be allowed. The batter coming to the plate or another player wearing a helmet will get the bat back to the dugout.

G. Once the game starts NO soft toss, or hitting sticks allowed at all. This includes the on-deck circle, inside the field of play, OR outside the fence.

H. All game participants, coaches and players, when not on the field coaching or playing are to be behind protective fencing. This includes dugout openings. The Home Team is the official game scorekeeper and is responsible for scoreboard operation when a scoreboard is available.

All teams are to stay off infields prepared for play. Pre-Game warm-up should take place in foul territory between the fence and the foul line. All pitching and hitting warm up will stay inside the fences, in foul territory on the field, except to warm up pitchers on those fields where there are designated bullpen areas outside and adjacent to them. This is to ensure safety to our patrons. Any player catching the infield pre-game warm-ups in a down (squat) position MUST wear a catcher's face mask. A face mask is not required if catching in a standing (up-right) position

REGULATION II – PLAYER ELIGIBILITY, DUAL PARTICIPATION and CALL-UP PLAYERS

PLAYER ELIGIBILITY

All players must be officially registered with OYBI to be an eligible player. This includes "Guest" players from outside the OYBI league. Players in OYBI can play by either their grade, or age. There are no residency restrictions to play in OYBI. Continue Page 6

DUAL PARTICIPATION

No Golden Glove player may play for an OYBI Regular season team as a pitcher.

OYBI registered players are allowed to play as either a call-up player or guest player for any team outside of OYBI. Players in OYBI are permitted to be a member of any outside team, league, association, or other baseball affiliation, not conflicting with their primary team commitment, and with the consent of the primary team manager. Violation for using an illegal player(s) will result in forfeiture of the game(s) involved and manager/coach suspension for the next two (2) games for the first offense and removal as manager/coach for the second offense.

CALL-UP PLAYERS

1. ALL LEVELS OF PLAY (OTHER THAN GOLDEN GLOVE), ALL AGE GROUPS: No Golden Glove player may be used as a Call-Up player. Prior to the start of the season, Managers must submit at least 2 names to the League President before they are allowed to call up players. Since there are no 2nd grade division teams, the 3rd grade division will be allowed to call up players from their own grade level.

2. These call-up players may only be used provided the following criteria are met:

- a. Only if the team will have nine (9) or fewer players for a game.
- b. No regular roster player will sit on the bench any longer than necessary to allow the call-up player(s) to fulfill the mandatory playing requirement.
- c. No call-up player will be allowed to be used as a pitcher.
- d. No player, other than a regular roster player may be used.
- e. Any call-up player who shows up will be played his mandatory playing time, even when, more regular roster players show up than had been expected. No call-up player will be sent home. Call-up players must be in their regular season team uniform.
- f. No call-up players shall start the beginning of a game before regular roster players.
- g. Any and all call-up players will be placed at the bottom of the batting order.
- h. There will be a maximum of three call-up players used per team per game, with a maximum of ten players.
- i. Violations of any of the above paragraphs will result in the manager/coach being suspended for 2 games for the 1st offense and removed as manager/coach for the 2nd offense.
- j. Using an illegal player will result in forfeiture of game(s) and a two-game suspension of the manager.
- k. If a team is playing up a division, the manager would then call players from the age group from which he came. Example, 5th grade team playing in the 6th grade division, the manager would then call-up from the 5th grade division.

REGULATION III - TEAM FORMATION

OYBI Board of Directors reserves the right to place teams in the most appropriate division of play based on past year performance, player rosters, pre-season tournaments, etc.:

No player may transfer from one team to another once the rosters are finalized. Any player who is found to transfer is not eligible for further participation in league play. Special consideration must be approved by the manager involved and the EXBOD. Continue Page 7

ROSTER SIZES – Grades 1st thru 8: 13 players maximum, Grades 9 thru 12: 15 players max. Managers at all levels of play are permitted to assemble a team, either in part or as a complete team roster. For those managers with a partial team roster, the roster must have at least six (6) players to secure a team slot in the league. This must be done in accordance with all player eligibility requirements as is otherwise required of individual registrants. For those managers with a partial team roster, the following then applies:

ROSTER SIZES (Exception) – OYB reserves the right to allow for an Exemption to the maximum roster size when the following criteria are met: (1) Must be a new/1st time team in OYB, (2) Manager of the team must present reasoning and rationale to the OYB Board of Directors and get approval from the Board, (3) Team will provide their own uniforms, & (4) manager must submit a completed and signed “Maximum Roster Exemption Agreement: with the team roster. Teams that receive the Exemption will not be permitted to add any new players to their roster until the roster falls below the normally mandated player maximum. Furthermore, once the team falls below that maximum, the team will no longer be eligible for an Exemption.

SECTION I – PLAYER/TEAM ROSTERS (Either in paper form or as directed on-line). Team packets including rosters are made available to managers early in the year. This practice allows managers to complete and submit their rosters without waiting for open registration date.

REGULATION IV - PLAYING EQUIPMENT

A. **PROTECTIVE HEADGEAR** - Will be worn while in the on-deck circle, at bat, or a base runner during all games, and while at practice. Players coaching in the baseline coaching boxes are required to wear protective headgear. Such headgear must cover the top of the head and have extended ear flaps which cover both ears, and properly fit the player wearing it. **PENALTY:** If a player refuses to wear headgear, he shall be removed from the game.

B. **CATCHER'S EQUIPMENT** - Catchers are required to wear a mask with either the throat guard or the mask with the extended throat guard, chest protector, shin guards, a catcher's mitt, athletic supporter and protective cup. In addition, a protective headgear which covers the top of the head, both ears and properly fits the player, must be worn by a catcher at all times, which includes practices, games, or warming up pitchers. Skull cap type head protectors will not be used by players seven through fifteen years old.

C. **METAL CLEATS** - ***Metal cleats are allowed in Grades 7 and above. EXCEPTION: Metal cleats are not allowed by pitchers while pitching, when artificial mounds are used.*** They are prohibited in the Grades 3-6 (MINOR AND MAJOR DIVISIONS).

D. **UNIFORMS** - OYBI will provide a cap and shirt for each player if needed. Any team providing their own uniforms must have a uniform at least consistent with what OYBI provides to teams and must also be matching within that team. All players will be in complete uniform for all league games. There will be no exceptions without the consent of the Commissioner and/or an Assistant Commissioner. Violations could result in suspension and/or removal for the remainder of the season.

E. **BAT LIMITATIONS.** If the umpire observes a violation to this regulation (See para-F below), the bat shall immediately be removed from further use in the game. There shall be no penalty to the batter for use of a non-conforming bat, other than prohibition of its use. All play prior to the bat's removal shall stand, including any hit made immediately prior to its removal. Continue Page 8

F. **THE BAT** – There are no limitations in place other than as follows:

- No wood bats are allowed.
- OYBI recommends USSSA approved bats for all OYBI League Divisions.

REGULATION V - RULES FOR CITY CHAMPIONSHIPS

A Non-USSSA sanctioned City Championship Tournament will be offered and organized only for Regular OYBI Divisions. All City Championships dates shall be determined by the Board of Directors each year at the last Board Meeting.

REGULAR SEASON RULES APPLY EXCEPT AS SHOWN IN THIS REGULATION

A. *No pitcher shall be allowed to pitch in more than six (6) innings (Minor and Major), seven (7) innings (Junior and Senior), in any two (2) successive tournament games.*

B. No pitcher shall be allowed to pitch more than 4 innings in one game

C. Games in which an ineligible pitcher or player has been used shall be declared forfeited.

D. Trips to the mound by a manager or coach may not exceed one trip per pitcher in any one inning. The second trip shall automatically result in the removal of that pitcher from the game.

E. A pitcher, once removed from the mound, cannot re-enter as a pitcher.

F. The same run rule and time limit as used in regular season will apply. In the event a game is called before completion, due to weather or light failure, it shall be completed from the point of discontinuance, with respect to the run rule and remainder of time.

G. A Protest Committee of at least a League President or one board member shall be present at tournament games. A manager must immediately claim a violation of a rule, at which time play will be suspended until the Protest Committee has made its decision, based upon information received from managers and umpires and the Committee's observations. The Protest Committee's decision will be final. Umpires and umpire supervisors cannot settle a protest unless they are a Board Member not involved in the game. No protest, except on player's eligibility, will be honored after a game has been completed. Due to time limits the \$100.00 fee will be waived in City Championships, as a City Championship game must be stopped, and play resumed only after the protest has been settled.

H. No byes shall be allowed in tournaments after the first round of play.

I. No team shall play in more than two tournament games per day.

J. The placement of teams for tournament play will be as follows:

1. Each division will have one, two or three flight tournaments within that division, each flight played to a championship.

2. All teams, all ages, all divisions will be seeded based on regular season records.

3. In the event there are an uneven number of teams, byes will be awarded to the highest seeded teams to the extent needed for good bracketing.

K. In all Divisions, the regular season league schedule will have preference for completion before the start of City Championships. City Championships will be double elimination, unless time constraints dictate, they be single elimination.

L. **MANDATORY PLAYING RULE:** In all Divisions, the regular season rule will apply. In the event of an injury or ejection, when all of a team's subs have been played, the opposing manager will be allowed to select any player off that team's bench to fill the empty spot. Any violation of this rule will end in forfeiture of the tournament game. Continue Page 9

M. Call-up players will be used as outlined in Call-up Player rules, for City Tournaments as in regular season, except as follows: Call-up players in the same grade group may be used if their regular season team is not and has not played in the city championships. Otherwise, call-up players will be from the grade group below. There will not be a call-up list for the city championships. No Olathe sanctioned tournament team or Gold Glove player may be used as a call-up player. A call-up player must be in his regular season team uniform. If not, he will not be allowed to play.

N. Home team will be the highest seeded team and will be in the first base dugout. In the Championship game, the winner bracket team will be the home team. If a second Championship game is needed, the home team will be decided by coin toss and determined at the conclusion of the first game.

O. At no time will brackets be arranged to let a team play in OYBI City Tournament and an outside tournament.

P. All managers must notify their league president of their intent to participate in the City Tournament by the Friday closest to the 15th of June. Standings will be used from all games completed by the Sunday prior to the start of the City Tournaments.

Q. Games that are tied at the end of regulation innings, or time limit, will be played until a winner is decided. The inning will be played under California tie-breaker rules: Each half inning will begin with 1) ONE OUT 2) runner at 2nd base (last batted out from the previous inning).

REGULATION VI (RULE 1.09) THE BALL

The Official or Approved ball for league play will be that ball provided by OYBI. Tournament teams will be provided baseballs by OYBI. Therefore, Tournament Teams may purchase additional baseballs from OYBI at cost.

REGULATION VII (RULE 4.06) DISCIPLINE OF TEAM PERSONNEL

In addition to the rules cited, the OYBI shall provide for the immediate suspension of any league personnel for fighting. The terms of this suspension will be determined by a review board of not more than seven (7) persons appointed by the Commissioner.

A. League personnel ejected from a game for profane or vulgar language, "WILLFULL" equipment throwing, or intentional unnecessary or other unsportsmanlike conduct will automatically be suspended for their team's next game.

B. Batters who "throw" the bat: 1st offense - Team Warning, 2nd offense - Results in batter being called out. EXCEPTION: Anytime the batter throws the bat and strikes the catcher, umpire or any other person it will be considered a dead-ball, batter will be out, and runners will return to their previously occupied base. Continue Page 10

C. An ejected player shall remain in the dugout in uniform for the remainder of the game. An ejected manager, coach or other adult assistant(s) must leave the dugout (see also paragraph E. If the ejected player continues to be a disruption, he and his manager will be given a warning. If the disruption continues, the manager will also be ejected. Both the ejected player and manager shall then leave the ball field immediately remaining no closer to the ball field than the parking lot. Furthermore, the umpire could call the game a forfeit due to unsportsmanlike conduct. The ejected player, manager or coach shall serve an automatic one game suspension during the team's next game. During the one game suspension, the ejected personnel cannot be present at the next scheduled game, ***UNLESS the Manager/coach is a players' ride, then they will be allowed to be no closer than the parking lot.***

D. Umpires will notify their Umpire Commissioner of any ejection, and be prepared, upon request, to furnish information either verbally or in a written report.

E. Both managers involved in a game where anyone is ejected, shall contact their League President and the General Manager, and submit a written report on the ejection within 24 hours from the end of the game the ejection occurred.

F. All ejections are subject to further assessment of any additional penalty by the Executive Board. "Any ejected manager or coach shall leave the ball field immediately remaining no closer to the ball field than the parking lot and shall cease all coaching duties (out of sight and sound). During the one game suspension, the ejected personnel cannot be present at the game. Any ejected player shall remain in the dugout in uniform for the remainder of the game. The ejected manager or coach shall serve an automatic one game suspension during the team's next game." A second ejection shall mean the offender must sit out one more game and be subject to possible further penalty from the BOD. The penalty could include suspension for the remainder of the season. When a person is ejected, the league president must be contacted within 24 hours. A written report from both teams and the umpires involved may be required. In addition, a review of the ejection will be presented to the Commissioner for possible further action. No association member, adult, or player is allowed to pursue any umpire with continued arguments or harassment after the completion of the game. If permanent suspension of a member is deemed necessary, then such suspension must be processed according to Article VI Bylaws.

REGULATION VIII (RULE 4.19) PROTESTING GAMES

Initially, it should be clearly understood that all members of the OYBI are urged to take precautions to prevent protests. When a protest situation is imminent, the potential offenders should be notified immediately. EXAMPLE: Should a manager, official scorekeeper, league official or umpire discover that a pitcher is ineligible at the beginning of the game, or will become ineligible during the game, or at the start of the next inning of play, the fact should be brought to the attention of the manager of the team involved. SUCH ACTION SHOULD NOT BE DELAYED UNTIL THE INFRACTION HAS OCCURRED. In all disputed plays, a conference between the umpire-in-chief (plate umpire) and the opposing managers should be used to resolve the dispute, rather than file an official protest, providing the resolution is to the satisfaction of the opposing managers. If a protest is to be filed, the following procedure must be followed:

A. No protest will ever be permitted on judgment decisions. Continue Page 11

B. Notice that the game is being played under protest must be filed with the umpire-in-chief, by the manager, immediately at the time of the disputed decision, and before the next pitched ball to the batter. The official scorekeeper must be advised by the umpire-in-chief to record the point at which the protested call occurred.

C. A written report, along with a \$100.00 cash fee, setting forth all the facts of the protest must be filed with the Division President within twenty-four (24) hours of the date of the protest. The fee will be returned if the protest is allowed. Failure to file a written protest will negate the protest. This will be waived in City Championships, as a City Championship game must stop, and play resumed only after a protest has been settled.

D. Any three (3) officers of OYBI, not connected with any of the teams involved, will act as the Protest Committee.

E. Before a decision is made by the Protest Committee, a clarification and interpretation of rules may be secured in writing from an umpire's association.

F. Final decision of protest shall be decided by the Protest Committee.

G. In the event that the Protest Committee does not allow the protest, the completed game stands. No further protest will be allowed.

H. In the event that the protest is allowed, the game must be played to a conclusion from the point of protest based upon the ruling and circumstances determined by the Protest Committee. A representative of the Protest Committee shall attend the resumed game and shall designate the point and circumstances at which the game is to be resumed. Once this has been accomplished, the game shall be turned over to the umpire-in-chief for continuation of play.

As a final point, there has never been a set of rules or laws that are devoid of so called "loopholes". When it becomes apparent to the Protest Committee that a protest is being made on a minor technical point, or a "loophole", contrary to the acceptable practice of fair-play and good sportsmanship, the spirit of the rule(s), as well as the letter of the rules, will be considered in the final analysis.

REGULATION IX – DETERMINING LEAGUE CHAMPION

The following criteria will be used to determine a league champion:

Won-Loss Record. If tied, then

Head-to-Head. If tied, then

Best Record against Highest Seeded Opponent. If tied, then

Use Next Highest Seeded Opponent. If tied, through all opponents, *then lowest runs allowed through teams' first 10 games.*

FOR THREE TEAM TIES:

Three-team ties will be broken first by best record against each other.

If still a 3 team-tie, best record against the highest seeded opponent will be applied and continued to next highest seed until one team stands alone as league champion.

With the remaining two teams that are tied for 2nd place after establishing one of the three as a league champion, the two-way tiebreaker will be applied to determine 2nd and 3rd place.

In the event that two teams do not complete the same number of games, and one team has played an odd number of games more or less than the other, the team with the higher winning percentage will be awarded the higher place in the standings. Continue on Page 12

If two teams have a difference of an even number of games, then winning percentage will not apply and “games back” followed by the normal tie breaking procedure will apply.

REGULATION X – COACHES CODE OF CONDUCT

Olathe Youth Baseball Inc. is concerned about the conduct of all coaches and umpires during the games at all levels. We want to ensure that games are fair, positive, and enjoyable experiences for all the players and adults involved. To clarify expectations of coach conduct, we expect all coaches to conform to this code of conduct:

Before, during and after the game, is an example of dignity, patience and positive spirit. Before a game, introduce yourself to the opposing coach and to the umpire(s).

During the game, you are responsible for the sportsmanship of your players. If one of your players is disrespectful, irresponsible or overly aggressive, take the player out of the game at least long enough for him to calm down.

During the game, you are responsible for the conduct of the parents of your players. It is imperative to explain acceptable player and parent behavior in a preseason meeting. Encourage them to applaud and cheer for good plays by either team. Discourage them, and you may need to be forceful and direct, from yelling at players and the umpire.

During the game, you are also responsible for the conduct of spectators rooting for your team. If you have an issue during the game, ask the umpire for a time-out and when granted, discuss it with the umpire calmly and patiently. Never discuss the game with the umpire after the game is over. If you have a major complaint, or you think the umpire was unfair, biased, unfit, or incompetent, report your opinion to an OYB representative. Your reactions will be taken seriously if they are presented objectively and formally.

When the game is over, thank the umpire and opposing coach and ask your players to do the same. Umpires, especially young and inexperienced ones, are like your players and yourself, in that they need time to develop. You can play an important role in helping them to improve by letting them concentrate on the game. You can help by encouraging them, by accepting their inevitable, occasional mistakes. On the other hand, you could discourage and demoralize the umpires by criticizing their decisions by verbally abusing them and inciting or even accepting your own player's overly aggressive behavior.

Your example is powerful, for better or worse. If you insist on fair play, concentrate on your player's enjoyment of the game, and their development, and your support of the umpires, your players, and their parents will notice. If you encourage, or allow your players to play outside the rules, players and parents will notice.

Coaches who do not follow the expectations described will be disciplined or removed.

REMEMBER: We as adults need to be positive role models.

REGULATION XI - LOCAL RULES

1. **HOME TEAM DUG-OUT** - The FIRST BASE dug-out shall be the home team dugout, and THIRD BASE dug-out the visiting team.

2. **GAME TIMES** - When all parties involved are present, e.g., umpires, manager, and players, the games are to begin as scheduled. If the previous game ends early for any reason, the next scheduled game may start early ONLY IF both managers and the umpires agree to do so.

Weekday (Monday thru Friday) Evening games when two games are scheduled:

Game 1 – 6:00 pm

Game 2 – 8:00 pm

3. TIME LIMITS

A league official may authorize a delay in the starting time for situations beyond the control of the opposing teams (i.e., weather or late umpires) an inning in progress after 1 hour 45 minutes can be completed. NOTE: Next inning starts after the final out of the previous inning.

(A) Time Limits – 1 hour 45 minutes

(B). **In the event of a tie game, it will end in a tie.** However, an inning in progress can be completed.

(C). In those instances where an inning may be started or has started prior to the "1 hour 45 minutes time limit" rule, the Manager of the trailing team at his option may "concede" the game prior to or during the inning, regardless of who is at bat. The "trailing" Manager shall so notify the umpire that they wish to conclude the game under the "concession" rule. The game shall be treated as a completed game for purposes of compliance with all other league rules (e.g., score, innings pitched, innings played, ejection's, suspensions, etc.) and not as a forfeit. NOTE: This is designed primarily for "lopsided" games where continued play would unduly lengthen the duration of the game and/or unreasonably delay the start of a subsequent game.

4. **LINE UP** - Starting lineup must be written out and exchanged 15 minutes prior to the start of the game. Both teams will notify each other immediately of substitutions, and make sure changes are noted correctly in both team's scorebooks. All substitutions are to be made between innings or during time outs. Starting lineup must include the team roster (First and Last Name and shirt number and Pitcher eligibility chart). Managers will turn in the names of players present and not present for all games, to the official scorekeeper.

5. Batted balls hitting a light pole or wire in fair territory above the fence line is a home run.

6. A pitched ball, lodging in the backstop is a dead ball. Runner(s) may advance one base.

7. The dug-out is defined as the fenced area surrounding the player's bench.

8. **SCOREKEEPERS** - Home Team Managers will have the full responsibility as the official scorekeeper for all games. It will be his duty to see that the game is recorded correctly. **Official games will be scored in the scorebooks provided by OYBI. Should a protest exist where a copy of the scorebook is necessary, the league can only request a hardcopy of scorebooks.**

REGULATION XII – REGULATION GAME

RULE 2.00 - AN INNING

That portion of a game within which the teams alternate on offense and defense, and in which there are either three putouts or (5) runs maximum per at bat, whichever occurs first for each team, but only (5) runs will be counted. Each team's time at bat is a half-inning. It will be held that an inning starts the moment the third out is made completing the preceding inning. If the 5th run scores while the ball is still alive and in play, the play should be completed before the inning is considered ended.

Even though the 5 runs per at bat rule may prevent the losing team from winning, the game should be played to completion of the regulation number of innings, OR that grade's time limit. When the time limit has been reached and the losing team cannot possibly tie or win because of the "5 run per inning rule", the game shall be ended.

RULE 4.10 (a) **A REGULATION GAME** - A regulation game shall consist of:

- (7) innings for Grades 7 and up, or 1 hour 45 minutes time limit.
- (6) innings for Grades 3 through 6, or 1 hour 45 minutes time limit.

If a game is called due to rain, weather, light failure (in the case of a night game) or to other acts of God, it is a regulation game if:

- (i) (7 INNING GAME): four (4) innings have been completed or if the home team has scored more runs in 3 & ½ innings than the visiting team has scored in four.
- (ii) (6 INNING GAME): three (3) innings have been completed or if the home team has scored more runs in 2 & ½ innings than the visiting team has scored in three.

If a game is terminated after becoming a regulation, game, while an inning is in progress, any runs scored that inning or fraction thereof will not count. The final score shall revert back to the last completed inning or last completed half (1/2) inning if the home team leads, but no further than the definition of a regulation game. Games that cannot be declared a regulation game by the Rules shall be a suspended game. Refer to the Major League Rules regarding suspended games. NOTE: An inning begins the instant the last out of the previous half inning is made. EXCEPTION: An **8:00pm game**, which is still a tie game after the **1 hour 45 minutes** time limit has expired but still has time before the city 11:00pm curfew, will be allowed to continue until such curfew time. An inning in progress at curfew can be completed.

RULE 4.10(a) - **MERCY RUN RULE**

5 runs maximum per inning (an at bat). When the time limit has been reached and the team behind in runs cannot possibly tie or win because of the "5 runs per inning rule, the game will be ended."

A league game will be terminated when one team is ahead of the other by **15 runs after 3 innings, 12 runs after 4 innings, or 8 runs after 5 innings**. Also, a game shortened by this rule is declared official. Managers are encouraged to make sure all substitutions are put into the game after 1 hour of playing time, in order to give all players an equitable share of playing time in this situation.

RULE 4.12(b) - **SUSPENDED GAMES** - Games that cannot be declared a regulation game by the Rules shall be a suspended game. Refer to the Major League Rules regarding suspended games. All such games, regardless of inning, shall be resumed from the point of suspension, and played to the completion of the game's scheduled number of innings, or the remainder of the original time limit.

RULE 4.15(a) **GAME START UP** - All teams must start with at least 8 players AND finish with NO LESS than 8. There will be no automatic out for batting order of less than nine players, and late arriving players will be added to the end of the batting order. There will be no grace period. Games will start on time. There will be no delay from scheduled game time in order for teams to practice. Managers are not allowed to "cancel out" games at their discretion. There will be no grace period allowed merely to wait on key players. To begin a game, there should generally be 2 official umpires. Games may begin up to (10) ten minutes early, only if both Managers agree, and the umpires are on the field.

REGULATION XIII - PITCHING, PITCHERS & PITCHING LIMITATIONS

RULE 8.01 - **THE PITCHER** - Official Baseball rules apply, and state that the pitcher must take signs from the catcher while standing on the rubber. PENALTY - After a warning by the umpire, on the next offense, the pitcher shall be removed from the mound, as a pitcher, for the remainder of the game. EXCEPTION: Minor Division (3rd & 4th Grade) pitchers are recommended, but not required to take signs from their catcher. ***Pitchers are ONLY ALLOWED to wear PRESCRIPTION glasses/sunglasses. Umpires will have the authority to have the pitcher remove any NON-prescription glasses, sunglasses (mirror/reflective) in question. Pitchers, if wearing a white shirt under their jersey, MUST roll the sleeves up above the elbow so there is no confusion with the white baseball.***

RULE 8.03 -When a starting pitcher takes his position at the beginning of the game, or when a relief pitcher enters, he shall be permitted to pitch no more than 6 preparatory pitches to his catcher. Any returning pitcher shall be permitted to pitch a maximum of 4 preparatory pitches. This rule is designed to keep the players hustling therefore maximizing playing time.

RULE 8.06 – TRIPS TO THE MOUND

A manager or a coach can make only one trip to the mound per pitcher in any one inning without removing that pitcher. The second trip will result in the removal of that pitcher. Anytime coach or manager proceeds across the foul lines or has a conference with another player for the purpose of relaying information to the pitcher, it will count as a "trip to the mound." This liberal trip rule is designed to foster an instructional environment for pitchers. However, it should be used judiciously. If an umpire interprets the number of trips to the mound to be excessive, he may invoke Delay of Game Rule 4.15.

PITCHING LIMITATIONS

During regular season league games, pitching limitations will follow the guidelines set forth by the Major League Baseball Pitch-Smart System, as shown in the following chart. Limits will be set by number of pitches thrown and resulting in a mandatory number of days rest between pitching appearances.

A. The following chart shall be used to determine pitching limitations.

Age	Daily Max (Pitches in Game)	0 Days Rest	1 Days Rest	2 Days Rest	3 Days Rest	4 Days Rest
9-10	75	1-20	21-35	36-50	51-65	66+
11-12	85	1-20	21-35	36-50	51-65	66+
13-14	95	1-20	21-35	36-50	51-65	66+

There is no maximum number of innings per week, only the number of pitches and the corresponding days of rest shown in the chart.

NOTE: Pitcher shall be allowed to exceed the above number of pitches in order to complete an in-progress at bat when pitch count limit has been reached during that at bat. Once the at bat is completed, the pitcher must be replaced, however such pitches shall count toward the total for daily rest. A pitcher cannot return to pitching after he has been relieved.

- B. Each manager will be responsible for tracking their player’s pitch counts during scorekeeping and policing these rules for each of his scheduled games. Prior to the start of the game opposing managers will exchange the number of pitches thrown, by day in the four previous consecutive calendar days, by all players in attendance for the game. Failure to provide pitch counts reduces the maximum allowable number pitches by 50%. (EXAMPLE: A 13-year-old would only be allowed 47 pitches for that game) in the event of a protest the process under REGULATION XII (RULE 4.19) protesting games shall govern. NOTE: Managers unable to provide a record of pitches thrown will be subject to review by the League President.
- C. Forfeited games count as a day of rest. Rained-out games (in which no game was played), count as a day of rest. Rained-out games (in which a game was partially played), count the pitches and the corresponding days of rest.
- D. Games, in which an ineligible pitcher has been used as specified above, shall be declared forfeited.
- E. The withdrawal of an ineligible pitcher after that pitcher is announced, but before a ball is pitched, shall not be considered a violation.

NOTE: The long-term health and safety of the player/pitcher should be the foremost concern. Please keep in mind the number of pitches thrown in tournament games, bullpen sessions, private lessons, etc., as well as the throws made by the pitcher/player when playing other positions. The overall use of a player’s arm should factor into your good common-sense decisions regarding how much and for often a player pitch.

A Pitch Count Chart is available to you in the scorebook given you by the league. It or a reasonable facsimile must be used.

A PITCHING ELIGIBILITY CHART or an equally informational entry in the scorebook shall be kept by all teams, showing pitcher's name, day, and date of each game pitched, and number of innings pitched per game. Charts are to be made available to League Officials upon request.

Team managers will meet before the game to learn of each other's available pitchers, and at the completion of the game, the managers, or their scorekeepers, will meet to update and co-sign each team's chart. **PENALTY FOR FAILURE TO MAINTAIN AND PRESENT PITCHING CHARTS:** (A) First and Second Violations-Manager will receive a warning and be reminded of this responsibility. (B) Any additional violation will result in a one game suspension; and the League President and Director will review the manager's status for possible further discipline. **NOTE:** Failure to maintain the Pitching Chart places the manager in jeopardy of being able to verify the eligibility of his pitchers.

A pitcher, once removed from the mound, cannot re-enter as a pitcher.

REGULATION XIV - PLAYER PARTICIPATION

RULE 3.03 – SUBSTITUTIONS

A pitcher, once removed from the mound, cannot re-enter as a pitcher

COURTESY RUNNER FOR PITCHER/CATCHER

At any time, the catcher or pitcher is a base runner, a courtesy runner may be used so that the catcher or pitcher can return to the dugout to put his catcher's equipment on, or the pitcher can be ready to take the mound. The catcher/pitcher is the catcher/pitcher from the previous half inning unless the new pitcher/catcher was announced prior to his coming to bat. The courtesy runner shall be the player who made the last batted out.

RULE 3.19 - MANDATORY PLAYING RULE

Each player must be played a minimum of three full innings in the field (9 defensive outs) in each game. Substitutes must enter the game by the beginning of the 3rd inning.

PENALTY - A manager's misuse or violation of this rule will subject the manager to possible dismissal as a manager, and/or forfeiture of the game. The first violation will result in the player(s) offended being played for the entire following game. The second violation will result in the player(s) offended being played for the entire following game, and the manager will be placed on a one game suspension. The third violation will result in the player(s) offended being played for the entire following game; the manager will be suspended for the remainder of the season and lose eligibility to participate in the program the following season. During play-off or tournament games, failure to comply with these rules will result in forfeiture of the game.

As a matter of normal participation, players are expected to attend practices as well as games. In the event a manager feels a player is not practicing enough to warrant playing in games, the following course of action is recommended:

1. When it becomes apparent that there is an attendance problem, the manager should discuss the matter with the player and parents to see if the situation can be resolved. It should be mentioned at this time that continued absenteeism could affect his game playing status.

2. If the problem continues, and the manager determines that he must withhold the player from a game, the player and parents should be notified prior to that game. In addition, the Player Agent and the opposing team manager should be notified prior to the game. This action having been taken; the provisions of the mandatory playing rule will not apply to this player.

RULE 6.01(a) - BATTING ORDER

Every player of the offensive team will be in the batting order and will bat in the order that his name appears. If, for any reason, a player must be removed from the game while in the field or at bat and his batting position becomes vacant, the next batter in the order, and all behind him, advance one position. If a player is at bat and is injured, and needs to be removed from the game, the next player in the batting order will assume the "count" of the "removed" player. Player(s) arriving after a team's first batter has been to bat are added to the bottom of the order.

REGULATION XV – INTENTIONAL WALK

An intentional walk shall be automatic, meaning no pitches need be thrown.

REGULATION XVI - SLIDE RULE (RULE 7.08 RUNNER IS OUT)

THERE IS NO MANDATORY SLIDE RULE, HOWEVER, a base runner shall be called out on any close play when failure to slide or avoid contact prevents the fielder from continuing the play, or places either player in jeopardy of injury. If, in the judgment of the umpire the contact was intentional, the player may be ejected from the game.

REGULATION XVII- FALL BALL

GENERAL INFORMATION

1. No post season Tournament.
2. Win/Loss records and standings will be kept.
3. Teams will play a 10-game schedule.
4. Practices should be limited to 1-2 per week since school will be in session.
5. *Uniforms, consisting of a t-shirt and hat, WILL BE PROVIDED* by OYBI if needed.

TEAM FORMATION

Teams will be formed as follows:

1. Teams will be formed based on age and/or grade levels for the upcoming school year. For example, summer 2nd grade will play as 3rd Summer grade 3rd will play as 4th, and so on.
2. Each grade division will play by the next grade division league rules during Fall Ball, i.e., 3rd grade summer players will play by 4th grade rules.
5. Managers may form a team from a summer team or a combination of summer teams.
6. If a manager forms a team, or a partial team, (6 player roster), it will be the manager's responsibility to register his players as a group, partial rosters will be filled as per # 7.
7. Individual registrations (grade 1 thru 12) will also be offered, and these players will be assigned to teams by Fall Ball administrators to fill rosters up to 12 players.
8. Fall Ball rosters are independent of, summer Teams affiliations.
9. Grade 9 thru 12 must be aware of KSHSAA rules on High School players, number of players playing on the same team.

GAME RULES: Same Rules for Spring/Summer season Grades 4-11.

FALL RULE CHANGES FOR 3rd GRADE DIVISION ONLY

(6) innings for 3rd Grade or 1 hour 30 minutes time limit.

MERCY RUN RULE in affect (see page 14)

RULE 7.13(a) – A RUNNER AT THIRD BASE, starting with the pitch, will be allowed to advance home on these such instances ONLY:

1) there is a batted ball

2) bases are loaded and he is forced in by a walk or the batter is hit by a pitch.

Runners may advance at their own risk a maximum of one base on an overthrow to a base, regardless of the subsequent play. **EXCEPTION: WHEN THERE IS A DEFENSIVE OVERTHROW AT 3rd BASE REGARDLESS OF THE BALL STAYING IN PLAY OR NOT, THE RUNNER MUST STAY AT 3rd BASE.**

PITCHING LIMITATIONS

- A. Player-pitcher will pitch to each batter until the batter has completed a regulation at bat. If the batter receives a base on balls, he will remain at the plate and the adult-coach/pitcher will pitch up to an additional three pitches. At this point, if the batter has not reached base, he will be out.
- B. If batter is hit by a pitch thrown by the player-pitcher unless he is unable to continue to play due to being hit by the pitch, the player-batter (Not Coach) will be given the option to either have the adult coach-pitcher pitch up to an additional three pitches or take first base.
 - 1) If the batter is unable to continue to play, he will return to the dug-out, and the next batter in the order will come to the plate with a new count. The injured player will be skipped in the order without penalty and may return to the game at any time and will hit in his original batting order.
- C. Adult pitcher will pitch to players on his own team and must limit coaching to the batter only while on the field. **(NO stealing or advancing on passed balls while Coach is pitching)**
- D. Balls and strikes will be called only while the player-pitcher is pitching. The strike zone shall be that area over home plate, to include the black beveled edge on the outside, and the black beveled edge plus a ball's width on the inside, which is from under the chin to the top of the knees when the batter assumes a natural stance. The umpire shall determine the strike zone according to the batter's natural stance when the batter swings at the pitch.
- E. Pitcher-coach must maintain contact with the pitcher's mound on delivery of the pitch.
- F. Any player-pitcher who hits three batters in one inning by pitches, will be removed from the game as a pitcher, but may play another defensive position.
- G. Player-pitcher may pitch a maximum of two innings per game, they are not required to be consecutive. There will be no limit on innings per week, nor any rest period between games.

**SPECIAL PLAYING RULES, MINOR DIVISION
(3rd and 4th Grade Leagues)**

RULE 1.04 - THE PLAYING FIELD DIMENSIONS

A. Home to 2nd base-84 ft. 10 in. B. Base Line length-65 ft. C. Pitching Distance-46 ft.

MINOR DIVISION GAMES shall be played according to the Official Baseball Rules 1.00 to 8.06, with the following exceptions: In case of any conflict between the rules of OYBI and the Official Baseball Rules, the OYBI rules shall have precedence.

THIS DIVISION WILL HAVE SEPARATE LEAGUES FOR 3rd AND 4th GRADES

PITCHING LIMITATIONS

During regular season league games, pitching limitations will follow the guidelines set forth by the Major League Baseball Pitch-Smart System, as shown in the following chart. Limits will be set by number of pitches thrown and resulting in a mandatory number of days rest between pitching appearances.

A. The following chart shall be used to determine pitching limitations.

Age	Daily Max (Pitches in Game)	0 Days Rest	1 Days Rest	2 Days Rest	3 Days Rest	4 Days Rest
9-10	75	1-20	21-35	36-50	51-65	66+
11-12	85	1-20	21-35	36-50	51-65	66+
13-14	95	1-20	21-35	36-50	51-65	66+

There is no maximum number of innings per week, only the number of pitches and the corresponding days of rest shown in the chart.

NOTE: Pitcher shall be allowed to exceed the above number of pitches in order to complete an in-progress at bat when pitch count limit has been reached during that at bat. Once the at bat is completed, the pitcher must be replaced, however such pitches shall count toward the total for daily rest. A pitcher cannot return to pitching after he has been relieved.

B. Each manager will be responsible for tracking their player's pitch counts during scorekeeping and policing these rules for each of his scheduled games. Prior to the start of the game opposing managers will exchange the number of pitches thrown, by day in the four previous consecutive calendar days, by all players in attendance for the game. Failure to provide pitch counts reduces the maximum allowable number pitches by 50%. (EXAMPLE: A 10-year-old would only be allowed 37 pitches for that game) in the event of a protest the process under REGULATION XII (RULE 4.19) protesting games shall govern. NOTE: Managers unable to provide a record of pitches thrown will be subject to review by the League President. Continue Page 21

- C. Forfeited games count as a day of rest. Rained-out games (in which no game was played), count as a day of rest. Rained-out games (in which a game was partially played), count the pitches and the corresponding days of rest.
- D. Games, in which an ineligible pitcher has been used as specified above, shall be declared forfeited.
- E. The withdrawal of an ineligible pitcher after that pitcher is announced, but before a ball is pitched, shall not be considered a violation.
- F. A Pitch Count Chart is available to you in the scorebook given you by the league. It or a reasonable facsimile must be used.

NOTE: The long-term health and safety of the player/pitcher should be the foremost concern. Please keep in mind the number of pitches thrown in tournament games, bullpen sessions, private lessons, etc., as well as the throws made by the pitcher/player when playing other positions. The overall use of a player's arm should factor into your good common-sense decisions regarding how much and for often a player pitch.

RULE 6.05-Batter is OUT WHEN:

- (c) a third strike is caught or not caught by the catcher.

RULE 7.13 – BASE RUNNERS

When a pitcher is in contact with the pitcher's plate and in possession of the ball, and the catcher is in the catcher's box ready to receive delivery of the ball, base runners shall not leave their bases until the ball has been released by the pitcher. A violation by one base runner shall affect all other base runners.

A. When a base runner leaves the base before the pitched ball has been released by the pitcher, and the batter does not hit the ball, the runner is permitted to continue. If a play is made on the runner and the runner is put out, the out stands. If the runner safely reaches the base to which advancing, that runner must be returned to the base occupied before the pitch was made, and no out results.

B. When a base runner leaves a base before the pitched ball has been released by the pitcher and the batter hits the ball, the runner or runners, are permitted to continue. If a play is made and the runner/runners are put out, then the out or outs will stand. If not put out, the runner or runners must return to the original base, or bases, or to the unoccupied base nearest the one that was left. In no event shall the batter advance beyond first based on a single or error, second based on a double, or third based on a triple. The umpire-in-chief shall determine the base of value of the hit ball.

C. When a runner leaves the base before the pitched ball has been released by the pitcher, and the batter bunts or hits a ball within the infield, no run shall be allowed to score. If three runners were on the bases (bases loaded) and the batter reaches first base safely, each runner shall advance to the base beyond the one they occupied at the start of the play EXCEPT THE RUNNER WHO PREVIOUSLY OCCUPIED 3rd BASE, WHO WILL BE CALLED OUT AND NO RUN SCORED.

3rd GRADE DIVISION ONLY

RULE 7.13(a) – A RUNNER AT THIRD BASE, starting with the pitch, will be allowed to advance home on these such instances ONLY:

1) there is a batted ball

2) bases are loaded and he is forced in by a walk or the batter is hit by a pitch.

Runners may advance at their own risk a maximum of one base on an overthrow to a base, regardless of the subsequent play. **EXCEPTION: WHEN THERE IS A DEFENSIVE OVERTHROW**

AT 3rd BASE REGARDLESS OF THE BALL STAYING IN PLAY OR NOT, THE RUNNER MUST STAY AT 3rd BASE.

RULE 4.10(a) - MERCY RUN RULE

5 runs maximum per inning (an at bat). When the time limit has been reached and the team behind in runs cannot possibly tie or win because of the “5 runs per inning rule, the game will be ended.”

A league game will be terminated when one team is ahead of the other by **15 runs after 3 innings, 12 runs after 4 innings, or 8 runs after 5 innings**. Also, a game shortened by this rule is declared official. Managers are encouraged to make sure all substitutions are put into the game after 1 hour of playing time, in order to give all players an equitable share of playing time in this situation.

RULE 8.05 – NO BALK IN THE MINOR DIVISION

RULE 8.07 – NO INFIELD FLY RULE

OYBI Rules Summary

Home Team occupies the First base dugout, is the official scorekeeper & runs the scoreboard.

Division (s)	Minor Division	
	3rd Grade	4th Grade
Batting	Roster	Roster
Courtesy runners	Pitcher or Catcher Player who made last batted out	Pitcher or Catcher Player who made last batted out
Runs per inning limit	5	5
Infield Fly	No	No
Dropped 3rd Strike	No	No
Leadoffs	No	No
Stealing	After pitcher releases pitch.	After pitcher releases pitch.
Bunting	Yes	Yes
Start with 8	Yes	Yes
Play with 7	No	No
Scheduled Innings	6	6
Complete Game	3	3
Run Spread	15/3, 12/4, 8/5	15/3, 12/4, 8/5
Intentional Walks	Automatic	Automatic
Pitching Limitations (Innings)	See Special Rules or Pitching Chart	see Pitching Chart
Min. playing time	3 Innings	3 Innings
Time Limit #	1 hour 45 mins	1 hour 45 mins

**SPECIAL PLAYING RULES, MAJOR DIVISION
(5th and 6th Grade League)**

RULE 1.04 THE PLAYING FIELD DIMENSIONS

A. Home to 2nd base-98.99 feet B. Base line length-70 feet C. Pitching Distance-50 feet 6 inches

MAJOR DIVISION GAMES shall be played according to the Official Baseball Rules 1.00 to 8.06, with the following exceptions: In case of any conflict between the rules of the OYBI and the Official Baseball Rules, the OYBI rules shall have precedence.

THIS DIVISION WILL HAVE SEPARATE LEAGUES FOR GRADE 5 AND 6

PITCHING LIMITATIONS

During regular season league games, pitching limitations will follow the guidelines set forth by the Major League Baseball Pitch-Smart System, as shown in the following chart. Limits will be set by number of pitches thrown and resulting in a mandatory number of days rest between pitching appearances.

A. The following chart shall be used to determine pitching limitations.

Age	Daily Max (Pitches in Game)	0 Days Rest	1 Days Rest	2 Days Rest	3 Days Rest	4 Days Rest
9-10	75	1-20	21-35	36-50	51-65	66+
11-12	85	1-20	21-35	36-50	51-65	66+
13-14	95	1-20	21-35	36-50	51-65	66+

There is no maximum number of innings per week, only the number of pitches and the corresponding days of rest shown in the chart.

NOTE: Pitcher shall be allowed to exceed the above number of pitches in order to complete an in-progress at bat when pitch count limit has been reached during that at bat. Once the at bat is completed, the pitcher must be replaced, however such pitches shall count toward the total for daily rest. A pitcher cannot return to pitching after he has been relieved.

B. Each manager will be responsible for tracking their player's pitch counts during scorekeeping and policing these rules for each of his scheduled games. Prior to the start of the game opposing managers will exchange the number of pitches thrown, by day in the four previous consecutive calendar days, by all players in attendance for the game. Failure to provide pitch counts reduces the maximum allowable number pitches by 50%. (EXAMPLE: A 12-year-old would only be allowed 42 pitches for that game) in the event of a protest the process under REGULATION XII (RULE 4.19) protesting games shall govern. NOTE: Managers unable to provide a record of pitches thrown will be subject to review by the League President. Continue Page 25

- C. Forfeited games count as a day of rest. Rained-out games (in which no game was played), count as a day of rest. Rained-out games (in which a game was partially played), count the pitches and the corresponding days of rest.
- D. Games, in which an ineligible pitcher has been used as specified above, shall be declared forfeited.
- E. The withdrawal of an ineligible pitcher after that pitcher is announced, but before a ball is pitched, shall not be considered a violation.

NOTE: The long-term health and safety of the player/pitcher should be the foremost concern. Please keep in mind the number of pitches thrown in tournament games, bullpen sessions, private lessons, etc., as well as the throws made by the pitcher/player when playing other positions. The overall use of a player's arm should factor into your good common-sense decisions regarding how much and for often a player pitch.

- F. **A Pitch Count Chart** is available to you in the scorebook given you by the league. It or a reasonable facsimile must be used.

OYBI Rules Summary		
Home Team occupies the First base dugout, is the official scorekeeper & runs the scoreboard.		
Division (s)	Major Division	
	5th Grade	6th Grade
Batting	Roster	Roster
Courtesy runners	Pitcher or Catcher Player who made last batted out	Pitcher or Catcher Player who made last batted out
Runs per inning limit	5	5
Infield Fly	Yes	Yes
Dropped 3rd Strike	Yes	Yes
Leadoffs	Yes	Yes
Stealing	Yes	Yes
Bunting	Yes	Yes
Start with 8	Yes	Yes
Play with 7	No	No
Scheduled Innings	6	6
Complete Game	3	3
Run Spread	15/3, 12/4, 8/5	15/3, 12/4, 8/5
Intentional Walks	Automatic	Automatic
Pitching Limitations (Innings)	see Pitching Chart	see Pitching Chart
Min. playing time	3 Innings	3 Innings
Time Limit #	1 hour 45 mins	1 hour 45 mins

**SPECIAL PLAYING RULES
JUNIOR DIVISION (GRADES 7-8)**

RULE 1.04 THE PLAYING FIELD DIMENSIONS

A. Base line length-80 feet B. C. Pitching Distance-54 feet

ALL JUNIOR DIVISION GAMES SHALL BE PLAYED ACCORDING TO THE RULES AND REGULATIONS AS ISSUED BY OYBI, AND THE OFFICIAL BASEBALL RULES. In case of any conflict between the rules of the OYBI and the rules of the American League, the OYBI rules shall take precedence.

PITCHING LIMITATIONS

During regular season league games, pitching limitations will follow the guidelines set forth by the Major League Baseball Pitch-Smart System, as shown in the following chart. Limits will be set by number of pitches thrown and resulting in a mandatory number of days rest between pitching appearances.

A. The following chart shall be used to determine pitching limitations.

Age	Daily Max (Pitches in Game)	0 Days Rest	1 Days Rest	2 Days Rest	3 Days Rest	4 Days Rest
9-10	75	1-20	21-35	36-50	51-65	66+
11-12	85	1-20	21-35	36-50	51-65	66+
13-14	95	1-20	21-35	36-50	51-65	66+

There is no maximum number of innings per week, only the number of pitches and the corresponding days of rest shown in the chart.

NOTE: Pitcher shall be allowed to exceed the above number of pitches in order to complete an in-progress at bat when pitch count limit has been reached during that at bat. Once the at bat is completed, the pitcher must be replaced, however such pitches shall count toward the total for daily rest. A pitcher cannot return to pitching after he has been relieved.

- B. Each manager will be responsible for tracking their player's pitch counts during scorekeeping and policing these rules for each of his scheduled games. Prior to the start of the game opposing managers will exchange the number of pitches thrown, by day in the four previous consecutive calendar days, by all players in attendance for the game. Failure to provide pitch counts reduces the maximum allowable number pitches by 50%. (EXAMPLE: A 13-year-old would only be allowed 47 pitches for that game) in the event of a protest the process under REGULATION XII (RULE 4.19) protesting games shall govern. NOTE: Managers unable to provide a record of pitches thrown will be subject to review by the League President.
- C. Forfeited games count as a day of rest. Rained-out games (in which no game was played), count as a day of rest. Rained-out games (in which a game was partially played), count the pitches and the corresponding days of rest. Continue Page 27

D. Games, in which an ineligible pitcher has been used as specified above, shall be declared forfeited.

E. The withdrawal of an ineligible pitcher after that pitcher is announced, but before a ball is pitched, shall not be considered a violation.

NOTE: The long-term health and safety of the player/pitcher should be the foremost concern. Please keep in mind the number of pitches thrown in tournament games, bullpen sessions, private lessons, etc., as well as the throws made by the pitcher/player when playing other positions. The overall use of a player's arm should factor into your good common-sense decisions regarding how much and for often a player pitch.

F. **A Pitch Count Chart** is available to you in the scorebook given you by the league. It or a reasonable facsimile must be used.

OYBI Rules Summary		
Home Team occupies the First base dugout, is the official scorekeeper & runs the scoreboard.		
Division (s)	Junior	Senior
	7th & 8th Grades	9th Grade and up
Batting	Roster	9 or EH or Roster
Courtesy runners	Pitcher or Catcher Player who made last batted out	Pitcher or Catcher Player who made last batted out
Runs per inning limit	5	5
Infield Fly	Yes	Yes
Dropped 3rd Strike	Yes	Yes
Leadoffs	Yes	Yes
Stealing	Yes	Yes
Bunting	Yes	Yes
Start with 8	Yes	Yes
Play with 7	No	No
Scheduled Innings	7	7
Complete Game	4	4
Run Spread	15/3, 12/4, 8/5	15/3, 12/4, 8/5
Intentional Walks	Automatic	Automatic
Pitching Limitations (Innings)	see Pitching chart	None
Min. playing time	2 consecutive innings and one at bat.	2 consecutive innings and one at bat.
Time Limit #	1 hour 45 mins	1 hour 45 mins

HEAT INDEX GUIDELINES

Olathe Youth Baseball has implemented the following guidelines to deal with extreme heat at all youth baseball games and practices. It is designed to provide participants with a standard for safe play in situations of extreme heat. (Blue Valley Recreation has implemented a Heat Index guideline)

The two values that OYBI will take into account when modifying or canceling games/practices are air temperature and relative humidity. The combination of these two elements reflects the heat index. We will rely on the heat index reading that is updated hourly by the National Weather Service at the Olathe Executive Airport.

OYBI has defined five heat index zones. These zones are based on recommended guidelines published by the American College of Sports Medicine (ACSM) for participation in sports activities during periods of extreme heat. Because the heat index does not take into account wind and direct sunlight, two degrees will be added to the stated heat on sunny and still days. Likewise, two degrees will be subtracted on cloudy and windy days.

White Zone:

Heat Index between 65-80 degrees.

In this range, the participant is in very little danger from heat and no special measures will be taken by the OYBI.

Yellow Zone:

Heat Index between 81–98 degrees.

In this range, coaches will be encouraged to take extra steps to protect their players by making sure they keep them hydrated and by encouraging frequent substitution during games and practices.

Orange Zone:

Heat Index between 99–105 degrees.

In this range, OYBI will implement the following at games: All measures taken in the Yellow Zone; managers/coaches should provide water for their players; catchers will be allowed to catch only two innings in succession. If it is a practice day, coaches are instructed to keep players well hydrated and to take frequent breaks.

Red Zone:

Heat Index between 106–115 degrees.

In this range, OYBI will implement the following for games: All measures taken in the Yellow and Orange Zones:

The length of games will be modified according to the schedule below:

Baseball grades 3 – 12 – games will be reduced by 30 minutes

If it is a practice day, coaches are instructed to reduce the time of practice, take frequent breaks and keep players well hydrated.

Game times should be discussed for 8:00pm games, by the umpires and managers/coaches.

Black Zone:

Heat Index above: 115 degrees.

In this range, OYBI will cancel all games and practices until the heat index returns to 115 or below. Notification will be given through the rainout line and e-mails.

Games at 8:00pm could still be played if heat index drops to the Red Zone.

Note – During the course of the day, the heat index will rise and fall depending upon the time of day, amount of wind, cloud cover, etc. The above program modifications could also change throughout the course of the day, especially on the weekend. For example, 1pm game on Saturday could be played under the Orange Zone guidelines and at 4pm game could be played under the Red Zone guidelines.

League Presidents/Directors will contact their managers/coaches who will contact their players/parents, and the Umpire Commissioners will inform their umpires of the appropriate zones of play through the Rainout Line or by E-mails.

The above are merely guidelines, and it is the responsibility of parents to make the ultimate decision as to the participation of their child in OYBI events when heat may be a factor, taking into consideration the age and physical condition of their child. Parents also may have the ultimate responsibility to inform their child about the dangers of heat and need for protection, including sunscreen and proper hydration.

League Presidents/Directors and Umpire Commissioners will have copies of the Heat Guidelines.

INCLEMENT WEATHER GUIDELINES

Education is the single most important means to achieve lightning safety.

Who makes the decision on when an activity should be stopped?

A staff member (Board Member – Field Supervisor (Red Cap) – Umpire - ***not any particular order***) will make that decision.

If visual lightning is determined by the staff to be close, the activity may be stopped.

The activity will not be re-started until all clear signal has been determined by the Field Supervisor (Red Cap).

Patrons will be required to leave the activity and seek shelter – Go to their cars (and keep the windows closed) – Substantial buildings – The low ground, seek cover in clumps of bushes – Not trees.

Unsafe Shelter Areas include all outdoor metal objects – flag poles – fences/gates – light poles – metal bleachers - golf carts – machinery – avoid trees/water/open fields/high ground.

If you feel your hair standing on end, and/or hear “**crackling noises**” – you are in lightning’s electric field. If caught outside during close-in lightning, immediately remove metal objects (including baseball cap), place your feet together, duck your head, and crouch down low in a baseball catcher’s stance with hands on knees. **DO NOT LIE FLAT.**

Minimize contact with the ground, because lightning current often enters a victim through the ground rather than a direct overhead strike.

Above all, and no matter what, it is always better to stop the activity too early rather than too late.

People who have been struck by lightning do not carry an electrical charge and are safe to handle. Get emergency help. Call 911.

Tornado/Thunderstorm Watch/Warning for Johnson County

Under a watch, activities may continue but extreme caution should be taken and should be monitored during threatening weather.

Under a warning, thunderstorm or tornado, the person in charge will either send all participants home, or direct everyone to seek shelter.

OYBI Rainout Line 913-643-3131

The Rainout Line and Web (when available) should be updated 2 hours before the start of any outdoor activity for that day.

References: Olathe Community Services, Nat’l Lightning Safety Institute, NCAA Lightning Safety

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UMPIRE ASSIGNEE: SEAN DERMODY
dermody_sean@yahoo.com

WEATHER HOT-LINE: 913-643-3131
(Up-dated 2 Hours before Game Times – Schedule Games Only)

WEB-SITE: OLATHEYOUTHBASEBALL.COM

E-MAIL ADDRESS: OLAATHEBASEBALL@SBCGLOBAL.NET

LEAGUE OFFICE: 885 S. PARKER, OLATHE, 66061
MON. – FRI: 9:00AM – 5:00PM & SAT. 9:00AM – 1:00PM