



OMYBS 2022 Rules of Baseball

REV 02/02/2022 (GK)

1.1 Contents

1.1	Contents	2
2	Mission Statement and Philosophy	6
2.1	General Rules	7
2.2	Player Eligibility	7
2.3	Player Evaluations	7
2.4	Selection of Head Coaches and Assistant Coaches	8
2.5	Manager and Coach Responsibilities	10
2.6	Coach's Code of Conduct and Expulsions.....	10
3	Selection of Spring Regular Season Teams	11
3.1	Spring Team Selection	11
3.2	Spring League Drafts	11
3.3	Fall Team Selection.....	12
4	Schedules	13
4.1	Game and Practice schedules.....	13
4.2	Inclement Weather:	13
5	Game Day.....	14
5.1	Coach Responsibilities	14
5.3	Official Scorekeeper Responsibilities	15
6	Common Rules of Play	16
6.1	Equipment	16
6.2	Re-Entry Substitutions:.....	16
6.3	Special Rules for All Ages.....	17
6.4	Slide Rules:	18
6.5	Mercy Rules	18
6.6	Appeals, and Protests.....	19
6.7	Gameday Rosters and Substitute Players	19
7	Pitching Limits and Required Rest Periods	21

7.1	Daily limits and required Rest	21
7.2	Additional Pitching rules and guidelines	21
34	3 & 4 year old Baseball Rules	23
34.1	Miscellaneous.....	23
34.2	Playing Field.....	23
34.3	Offense	23
34.4	General Rules	23
34.5	Equipment	23
34.6	Defense.....	23
50	5 year old baseball Rules.....	24
50.1	General Rules	24
50.2	Equipment	24
50.3	Playing Field.....	24
50.4	Offense	24
50.5	Defense.....	25
50.6	Miscellaneous.....	25
50.7	Rain Delays and Suspension of Play	25
60	6 - Year Old Baseball Rules.....	26
60.1	General Rules	26
60.2	Equipment	26
60.3	Playing Field.....	26
60.4	Offense	26
60.5	Strikeouts and Hitting from a Tee	27
60.6	Defense.....	27
60.7	Pitching Rules – Coach Pitch.....	28
60.8	Miscellaneous.....	28
60.9	Rainouts Delays, Make-up games & Complete Games	29
78	7 & 8 Year Old (Coach Pitch) Baseball Rules	30
78.1	General Rules	30

78.2	Equipment	30
78.3	Playing Field.....	30
78.4	Pitching Rules (Coach Pitch)	30
78.5	Offense	31
78.6	Defense.....	31
78.7	Miscellaneous.....	32
78.8	Rain Delays and Suspension of Play	32
90	9 & 10 Year Old Baseball Rules	33
90.1	General Rules	33
90.2	Equipment	33
90.3	Playing Field.....	33
90.4	Pitching Rules	33
90.5	1.1 Defense.....	33
90.6	Offense	34
90.7	Miscellaneous.....	34
90.8	Rain Delays and Suspension of Play	35
11	11 & 12 Year old Baseball Rules.....	36
11.1	General Rules	36
11.2	Equipment	36
11.3	Playing Field.....	36
11.4	Offense	36
11.5	Pitching Rules	37
11.6	Defense.....	37
11.7	Miscellaneous.....	37
11.8	Rain Delays and Suspension of Play	37
13	13 & 14 Year old Baseball Rules.....	38
13.1	General Rules	38
13.2	Equipment	38
13.3	Playing Field.....	38
13.4	Offense	38

13.5	Pitching Rules	39
13.6	Defense.....	39
13.7	Miscellaneous.....	39
14	End of Season Tournament (Ages 6-14)	40
14.1	General	40
14.2	Seeding and Tie Breakers	40
14.3	Substitutions and pickup players	40

2 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.

2.1 General Rules

- 2.1.1** No Drug use (Including Alcohol) is permitted. No Tobacco Products are to be used by coaches or parents.
- 2.1.2** 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.
- 2.1.3** Neither coaches nor players are allowed to harass or direct any outburst toward the opposing team.
- 2.1.4** Spectators shall remain courteous and refrain from calling plays on the playing field, and shall not openly criticize.
- 2.1.5** Neither a player nor a coach shall argue unduly with the umpires.

2.2 Player Eligibility

- 2.2.1** 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.
- 2.2.2** OMYBS provides youth ages 4-18, including those with disabilities the opportunity to play.
- 2.2.3** 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.
- 2.2.4** 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.
- 2.2.5** 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.
- 2.2.6** 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.
 - A \$25.00 late fee will be incurred.
 - Parents wishing to register once registration is closed must contact the appropriate Division Manager. It is responsible of the Division manager to register the player and collected the required registration fee prior to team drafts.
 - Appeals must be presented in writing to the OMYBS Executive Committee for consideration and any decision for granting an exception to this rule rests solely with the Executive Committee.

2.3 Player Evaluations

- 2.3.1** 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.
- 2.3.2** All players in the Baseball 6 and all players in the Baseball 7 year old age groups are required to attend evaluations.

- 2.3.3** 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.
- 2.3.4** Returning players in ages 8 and above will not participate in evaluations.
- 2.3.5** Evaluations are not conducted for the fall program.
- 2.3.6** 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
- 2.3.7** All scores should be carried out 3 decimal places to provide for adequate player separation
- 2.3.8** Age Group Directors must use the league software and enter the final evaluation scores for all players evaluated.
- 2.3.9** 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.
- 2.3.10** 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.
- 2.3.11** 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.
- 2.3.12** A pre-draft meeting will be held prior to the official team draft to review player scores.
- 2.3.13** 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.
- 2.3.14** Any adjustments to the player score must be agreed on by all coaches and the Age Group Director is responsible for any score adjustments.
- 2.3.15** 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.

2.4 Selection of Head Coaches and Assistant Coaches

- 2.4.1** Requests for head coaching positions must be requested during registration in the league provided registration software.
- 2.4.2** 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.
- 2.4.3** 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

- 2.4.4** Age Group Directors are not permitted to coach within their own league.
- 2.4.5** Any coach not selected has the right to meet with the Coach Selection Committee to discuss the reasons for the rejection.
- 2.4.6** A coach will be assigned a team for only one (1) season. .
- 2.4.7** A coach may only be a head coach in one age group and for only one team.
- 2.4.8** 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.
- 2.4.9** 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.
- 2.4.10** The application process will require coaches to agree to a background screen before their application will be processed.
- 2.4.11** 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.
- 2.4.12** Approved coaches may select (1) assistant coach based on the following provisions:
 - Coaches must declare an assistant coach to the Division manager before the players have been re-ranked at the player pre-draft meeting and before the draft order has been set.
 - Assistant coaches must have agreed before-hand to be an on-field assistant coach and must be registered in the system as an assistant coach.
 - The Coach cannot pick a replacement assistant coach should the declared assistant not be able to fulfill his/her role on the team.
 - Only after all coaches have declared an assistant to the league director, (or their intention to not have an assistant coach), the AGD will announce each Coach's assistant to the group. Each coach will then vote whether or not they want to allow assistant coaches for the entire age group.
 - A Majority vote from all coaches is necessary to allow protected assistant coaches.
 - The AGD(s) and or League Commissioner will vote in the case of a tie.
 - This vote will occur amongst the age groups every season.

2.5 Manager and Coach Responsibilities

- 2.5.1** 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:
- Preseason coaches meeting
 - Field maintenance training
 - Player evaluations and pre-draft meetings
 - Park workdays
 - Team drafts
 - Coaches Clinics
- 2.5.2** 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.
- 2.5.3** Each coach is responsible for appointing a team parent to work with the league
- 2.5.4** Each coach is to assist in obtaining a team sponsor for the spring season. This should be coordinated with the Activities Director.
- 2.5.5** 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

2.6 Coach's Code of Conduct and Expulsions

- 2.6.1** A coach should conduct him or herself in such a manner as to always be an example of sportsmanship.
- 2.6.2** All head coaches must read and sign a copy of the 'Coaches Code of Conduct' prior to each spring and fall season.
- 2.6.3** The League Commissioner and/or Division Manager may suspend a Coach for infractions of rules or conduct.
- 2.6.4** 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.
- 2.6.5** 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.
- 2.6.6** 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.
- 2.6.7** If a second expulsion occurs, the coach will be automatically expelled from his/her coaching responsibilities for the duration of the current season.
- 2.6.8** 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.***

3 Selection of Spring Regular Season Teams

3.1 Spring Team Selection

- 3.1.1** 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.
- 3.1.2** Team selection for **ages 5 & under** will be conducted by the Age Group Director using the league provided software.
 - Teams will be evenly divided as much as possible.
 - The AGD may honor a parent's coach and/or teammate requests as long as those requests are not a detriment to other teams.
 - Parent requests are never guaranteed
- 3.1.3** Teams will be formed in all divisions (Baseball 6 and up) using the draft software provided by the league.
- 3.1.4** Coaches are provided with a roster of players with their final draft ranking at least 24 hrs. prior to the scheduled team draft.
- 3.1.5** 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.
- 3.1.6** 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.
- 3.1.7** 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.

3.2 Spring League Drafts

- 3.2.1** 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.
- 3.2.2** 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.
- 3.2.3** Only (1) representative from each team (head coach or approved assistant coach) can attend and participate in the draft.
- 3.2.4** The Age Group Director shall use the league provided software to conduct the draft.
- 3.2.5** 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.
- 3.2.6** 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.

- 3.2.7** 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.
- 3.2.8** Coaches' kids must be taken in the round in which they are assigned.
- 3.2.9** 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.
- 3.2.10** After all players have been drafted, it is at each coach's discretion **to make one trade.**
- 3.2.11** A player can be traded for another player from any round as long as both coaches agree to the trade.
- 3.2.12** A player may only be traded once and coach may not trade more than one player.
- 3.2.13** All trades must be concluded at the time of the draft, no exceptions.
- 3.2.14** 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.
- 3.2.15** 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.
- 3.2.16** 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.
- 3.2.17** 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.

3.3 Fall Team Selection

- 3.3.1** 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.

4 Schedules

4.1 Game and Practice schedules

- 4.1.1** 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.
- 4.1.2** The Spring Season will consist of 10-12 regular season games for Ages 5-12 consisting of 1 weeknight and 1 Saturday game.
- 4.1.3** The Fall Season will consist of a 7 game Sunday afternoon only schedule.
- 4.1.4** **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.**
- 4.1.5** The scheduling of practice games or any additional field usage must be approved by the scheduling director.

4.2 Inclement Weather:

- 4.2.1** 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.
- 4.2.2** 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. These rescheduled games shall take preference over any practice sessions. Rained out games shall be made up at the earliest date possible in the same order in which they were cancelled
- 4.2.3** **Lightning Policy:** Coaches are required to read and adhere to the Shelby County Lightning Policy when using OMYBS facilities at Heardmont Park or Oak Mountain Intermediate School. The Full Policy can be found [HERE](#).

5 Game Day

5.1 Coach Responsibilities

- 5.1.1** 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.
- 5.1.2** 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.
- 5.1.3** 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.
- 5.1.4** 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.
- 5.1.5** 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.
- 5.1.6** All teams are required to clean up the fields and dugouts after each game.
- 5.1.7** 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.
- 5.1.8** 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.
- 5.1.9** Each team shall supply two (2) official game balls in good condition to the head umpire before each game. At least one must be new. Coaches are NOT allowed to use a baseball other than those provided by OMYBS.

5.3 Official Scorekeeper Responsibilities

- 5.3.1** 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.
- 5.3.2** 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.
- 5.3.3** During the game, the scorekeeper shall note all substitutions, record outs, runs, innings played, injuries, protests and balls and strikes.
- 5.3.4** The scorekeeper may not get involved in the game unless requested by the head umpire.
- 5.3.5** For Baseball Leagues 9 and up, it is mandatory to keep up with the number of pitches a pitcher pitches.
- 5.3.6** Record the pitcher's name 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.
- 5.3.7** 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.
- 5.3.8** 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).
- 5.3.9** 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.

6 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.**

6.1 Equipment

- 6.1.1** No Metal Cleats are allowed in ages 12U and below. Steel spikes are only allowed in 13U and Older.
- 6.1.2** Helmets with 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.
- 6.1.3** OMYBS Players ages 10 and below 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
- 6.1.4** 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.
- 6.1.5** 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.
- 6.1.6** 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.

6.2 Re-Entry Substitutions:

- 6.2.1** 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.
- 6.2.2** "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.
- 6.2.3** A defensive timeout will be charged to the team making the substitution. However, the timeout does not affect pitching visits to the mound.
- 6.2.4** 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.
- 6.2.5** 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.
- 6.2.6** If the player is taken out of the lineup due to injury or illness, the player may not return to the game.
- 6.2.7** If a player is in the line-up and refuses to bat when his/her time comes up, the player is out.

- 6.2.8** 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.
- 6.2.9** Any player ejected will take an out at his/her turn at bat.

6.3 Special Rules for All Ages

- 6.3.1** 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
- 6.3.2** 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
- 6.3.3** 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.
- If medical care or treatment can be administered in a reasonable amount of time, the individual will not have to leave the game.
 - The length of time that is considered reasonable shall be determined by the home base umpire in his sole discretion.
 - The reentry rule shall NOT apply to players in case of a bleeding injury.
 - If there is an excessive amount of blood on the uniform, it must be changed before that individual may continue to participate in the game.
- 6.3.4** The coach shall submit a batting order line-up which shall include all team members which are present, regardless of the number.
- 6.3.5** 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.
- 6.3.6** 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.
- 6.3.7** 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
- 6.3.8** All coaches shall be required to play all players on defense a minimum period covering six (6) complete "outs" in any game which requires five (5) or more innings to complete and a minimum of three (3) complete "outs" in any game under (5) innings. **Penalty for violation** is forfeit of the game. Exceptions are granted for benched players because of disciplinary actions or players ejected by an umpire.
- 6.3.9** Coaches cannot physically touch players unless time has been called. The penalty for touching a player during live play is that the player is out. If a base runner is touched by an offensive coach before the ball has been declared dead or time granted, the base runner is automatically out
- 6.3.10** 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.

- 6.3.11** In Ages 6U-14U, there can be no more than 4 coaches inside the gates of the playing field at one time. ***Exception: 6U baseball where the defensive team does not have a catcher. The 5th coach should leave the dugout when their team is on defense.**
- 6.3.12 In Ages 6U-14U:** No children under the age of 12 are allowed on the field or dugout as an assistant coach
- 6.3.13** Only coaches and assistants older than 12 year old are allowed in the dugout
- 6.3.14 SLINGING THE BAT:** 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
- 6.3.15** 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
- 6.3.16** "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.
- 6.3.17** 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.
- 6.3.18** A new inning cannot begin with less than 5 minutes remaining in regulation time. League Tournament Championship games have no time limit.

6.4 Slide Rules:

- 6.4.1** A runner is NEVER required to slide. However, if he does, it must be a legal slide **There is NOT at "mandatory slide rule".**
- 6.4.2** A Legal Slide is one where one foot and one buttock are on the ground
- 6.4.3** All players are required to avoid violent contact with another player while running the bases. When a player slides, they must slide directly into the base. If, in the opinion of the umpire, the runner does not make an effort to avoid collision, he is to be declared out. If the act is deemed by the umpire to be malicious, the runner will be ejected from the game.
- 6.4.4** It is ILLEGAL to jump or hurdle a fielder, with or without the ball, who is standing or kneeling. Hurdling, Jumping, or Leaping over a fielder is LEGAL ONLY IF the fielder is lying on the ground. This means laying flat on the ground in a prone position
- 6.4.5** If player has a batter's facemask, he/she cannot slide head first. Diving back into a base head first is allowed

6.5 Mercy Rules

- 6.5.1 Ages 6,7, & 8** The mercy rule shall be in effect based on the maximum number of runs possible per inning .and the number of innings remaining in the game.
- **6U Example:**Both Teams are batting 10 batters. If the Home team ahead by 9 runs in the last inning and records 2 outs, it is mathematically impossible for the other team to score enough batters to win

- **7/8U Example:** Max runs per inning (7). If one team is ahead by 15 runs after 4 innings, or ahead by 8 runs after 5 innings, it is mathematically impossible for the team that is behind to score enough runs to tie or win the game. At this point in the game or inning, the game shall be terminated and the team in front declared the winner

6.5.2 Ages 9U & Older: The Mercy rule will be in effect based on the maximum number of runs allowed per inning (7) and the number of innings remaining in the game **OR** 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

6.6 Appeals, and Protests

- 6.6.1** 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.
- 6.6.2** 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.
- 6.6.3** 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.

6.7 Gameday Rosters and Substitute Players

- 6.7.1 For Regulation games (Ages 6-14)** The minimum number of players required to start a game is SEVEN (7). If (7) 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. [**See Tournament Specific Rules for End of Season Tournament Substitution Rules](#)
- 6.7.2 For 7U Baseball and Older,** 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
- 6.7.3** 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 the number of players on its official roster, provided that the selected player(s):
- Has not been called up by the same team previously in the season.
 - Will not cause his team to be deficient by being called up.

- Will bat last or after all regular team members, and be played as an outfielder unless the deficient team has fewer than six (6) roster players present. A called-up player cannot play the positions of pitcher or catcher.
- Must come from the same pre-draft round or lower as the player being replaced.
- Substitutes may play “up” for a game with an approved “play up” form by the AGD and Baseball Commissioner prior to the game..

7 Pitching Limits and Required Rest Periods

7.1 Daily limits and required Rest

- 7.1.1** 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.
- 7.1.2** The daily number of pitches allowed for a pitcher and required rest periods are defined in the table below and are set to protect the arm health of the pitchers. These limitations are consistent with [MLB Pitch Smart](#), a series of practical age-appropriate guidelines to help avoid overuse injuries and foster long, healthy careers for youth pitchers. The guidelines were developed by leading orthopedics, including Dr. James Andrews

AGE	DAILY MAX (PITCHES IN GAME)	REQUIRED REST (PITCHES)				
		0 Days	1 Days	2 Days	3 Days	4 Days
9-10	75	1-20	21-35	36-50	51-65	66+
11-12	85	1-20	21-35	36-50	51-65	66+

AGE	DAILY MAX (PITCHES IN GAME)	REQUIRED REST (PITCHES)				
		0 Days	1 Days	2 Days	3 Days	4 Days
13-14	95	1-20	21-35	36-50	51-65	66+

- 7.1.3** Calendar day means a full calendar day rest. For example, if an 9YO pitched 15 pitches on Monday night, he could pitch again on Tuesday; if he pitched 25 pitches on Monday, he can't pitch until Wednesday; if he pitched 40 pitches on Monday, he can't pitch until Thursday; if he pitched 60 pitches on Monday, he can't pitch until Friday; and if he pitched 75 pitches on Monday, he can't pitch again until Saturday.
- 7.1.4** 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.
- 7.1.5** Every pitch counts. A pitcher cannot exceed the daily limit to finish a batter, nor adjust the required rest period because of pitches needed to finish a batter. These pitch restrictions apply to all OMYBS games, including the Championship Tournament.
- 7.1.6** A pitcher who has reached 41 pitches in a day cannot play catcher for the remainder of that day.

7.2 Additional Pitching rules and guidelines

- 7.2.1** 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.
- 7.2.2** For intentional walks, the pitcher Does NOT have to throw the pitches to that batter.
- 7.2.3** ONLY 1 Intentional walk is allowed per team/per game.

- 7.2.4** The official scorekeeper will track each pitcher's total number of pitches in the official score book which both coaches must sign at the conclusion of each game.
- 7.2.5** Should a pitcher exceed the required daily 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.
- 7.2.6** Offending Coaches may appeal each penalty before the Division Manager, Tournament Director, or Protest Committee for final determination.

34 3 & 4 year old Baseball Rules

34.1 Miscellaneous

- 34.1.1** There is no limit to the number of coaches on the field on offense or defense. The offensive team can have base coaches at all bases if needed.

34.2 Playing Field

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

34.3 Offense

- 34.3.1** 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
34.3.2 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.
34.3.3 A batted ball which fails to go past the 20 foot fair all arc line shall be considered foul.
34.3.4 There are no strikeouts. The player swings until a ball is put in fair play.
34.3.5 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.
34.3.6 All players available for play will bat in continuous order.
34.3.7 There is no stealing or leading off base.

34.4 General Rules

- 34.4.1** A regulation game shall consist of 2 innings or 45 minutes.
34.4.2 Each team shall consist of between 5 (5) and nine (9) rostered players
34.4.3 Official scoring will not be kept, announced, or posted on the scoreboard

34.5 Equipment

- 34.5.1** Each Team will furnish a league provided RIF – Level(1) safety ball for play
34.5.2 The player playing the pitcher position shall wear a protective face mask and a chest protector ("Heartguard" or similar).
34.5.3 There is no catcher position for 3 & 4 year old baseball.
34.5.4 The league will provide a batting tee for all games.

34.6 Defense

- 34.6.1** Coaches are encouraged to move players to different positions during an inning so that they may have a better opportunity to field a ball.

50 5 year old baseball Rules

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** The player playing the pitcher position shall wear a protective face mask and a chest protector (“Heartguard” or similar).
- 50.2.3** There is no catcher position for 5 year old baseball.
- 50.2.4** 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

- There shall be a maximum of four (4) coaches on the field per team.
- The defensive team shall be allowed two (2) coaches on the playing field to direct the team. Two additional coaches shall be allowed to provide defensive instructions, positioned one per foul line
- The offensive team shall have one coach pitching, one coach acting as first base coach, one coach acting as third base coach and one batting coach/catcher.

50.7 Rain Delays and Suspension of Play

50.7.1 If a rainout call occurs after the players have played 2 complete innings, The game is considered official

50.7.2 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.

60.2 Equipment

60.2.1 Each Team will furnish a league provided RIF Level5 safety balls for play

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

60.2.3 Catchers must wear a catcher's mask or batting helmet with face mask, and a chest protector ("Heartguard" or similar).

60.2.4 The league will provide a batting tee and "Heartguard" for all games. Coaches should make sure that all equipment is available before each game.

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 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. [**See Roster and Substitution Rules for roster minimums and substitution rules.](#)

60.4.2 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

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

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

60.4.4 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.

60.4.5 **During all games except for the final 3 regular season games & the post-season tournament**, a batted ball which fails to go past the 20 foot fair ball arc line shall be considered foul. Bunting is not allowed. **During the final 3 games in regular season play and during the Regular Season Tournament**, the 20 foot fair ball arc shall not be in use and any batted ball in the field of play is considered a fair ball.

60.4.6 After the ball has been put in play from the coach's pitch, the pitching coach must exit the playing field.

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

60.5 Strikeouts and Hitting from a Tee

60.5.1 During all games except for the final 3 games in regular season play & the post-season tournament, 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 and swings until a ball is put in fair play.

60.5.2 When a batter HITS FROM A TEE:

- 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
- 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.
- If the batter reaches first base safely he is not allowed to advance any further regardless of overthrow, error, or attempt by a fielder to make a play on him or herself, or another player. ***This includes when the batter is the last batter.**
- All runners already on base can advance no more than one base regardless of overthrow, error, or attempt to make a play on another batter/runner.
*This includes when the batter is the last batter.

60.5.3 During the final 3 games in regular season play and during the End of Season Tournament, 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 runner is out. ***This includes when the batter is the last batter**

60.6 Defense

60.6.1 Each team will use all players on defense up to a maximum of ten (10).

60.6.2 Team must field all 5 infield positions (P, 1B, 2B, 3B, SS) and have no more than 4 outfielders all twenty (20) feet behind the basepath until the ball is hit

60.6.3 Teams playing with 10 players must position one player at the catcher position

60.6.4 When a catcher is used, they must stand along the backstop wearing a helmet with facemask and a chest protector or heartguard.

60.6.5 A Foul-ball caught by the catcher must have reached a height above the catcher's shoulders to be considered a foul ball. Any ball fouled that fails to reach the height of the catcher's shoulders will be treated as a foul tip.

60.6.6 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.

60.6.7 Infield fly is not in effect.

- 60.6.8** Outfielders shall be positioned prior to play a minimum of 20 feet behind the baselines. Infielders shall be positioned prior to play on the dirt between the infield and outfield. **PENALTY:** Offense gets choice of play or re-bat
- 60.6.9** Coaches may move players to different positions once during an inning until the last batter. Coaches cannot adjust defensive positions prior to the last batter. If a player's position is changed during an inning from the infield to the outfield or vice-versa the player will have not completed their required full inning in either position. ****SEE Rule 60.8.1****
- 60.6.10** Play is dead and base runners cannot advance when the pitcher or any defensive player has control of the ball, with both feet in the pitching circle, and has requested "time"
- 60.6.11** Play is dead and base runners cannot advance when Any defensive player has control of the ball, contains the lead runner to a base, and has requested "time"
- 60.6.12** In either case above, each base runner shall be awarded the approaching base if the runner was beyond the halfway line when "time" is called:
- 60.6.13** One defensive coach may be out of the dugout at the open end, to instruct his/her defensive players.
- 60.6.14** On Defense, All overthrows to first base (from an infielder) on the initial play which result in the ball being in foul territory will be declared "dead" and NO runners may advance. It is up to the umpire's judgement to determine if a missed throw at first base was an overthrow or a drop. All Overthrows which result in the ball being in fair territory will be "Live" and all runners may advance at their own risk.
- 60.6.15** If, in the judgment of the umpire, an overthrow to first is used to prevent runners from advancing and not an attempt to get the batter out, the ball will be "dead" and all base-runners will be awarded one base.

60.7 Pitching Rules – Coach Pitch

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

60.8 Miscellaneous

- 60.8.1** Each player must play one (1) full inning in an infield position and one (1) full inning in an outfield position unless a player's parent objects to their participation as an infielder or if agreed upon prior to the start of the game by both coaches due to safety. **PENALTY is Forfeit**
- A Full inning is 1 full rotation of the opponents' batting order.
 - ****Coaches should try to have this requirement completed by the 3rd inning or risk forfeit because of time-limit or mercy rule. ****
 - Umpires are not responsible for keeping up with position changes. It is up to the coaches to monitor each other.
- 60.8.2** There shall be a maximum of four (4) coaches on the field per offensive team. The offensive team shall have one coach pitching, one coach acting as first base coach, one coach acting as third base coach and one batting coach/catcher

60.8.3 There shall be a maximum of one (1) coach on the field per defensive team positioned in the outfield grass and 2 (two) additional coaches shall be allowed to provide defensive instructions, positioned one per foul line in foul territory at least 10 ft beyond the outfield grass. These coaches are in addition to a coach at the open end of the dugout area. **See Rule 60.6.13**

60.9 Rainouts Delays, Make-up games & Complete Games

60.9.1 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.

60.9.2 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.

60.9.3 If the score is tied after the game has become official when a rainout occurs, the game result will be recorded as a tie.

60.9.4 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 (Coach Pitch) 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 **See Roster and Substitution Rules for roster minimums and substitution rules.
- 78.1.4 There is a maximum of seven (7) runs per inning in play
- 78.1.5 OMYBS will provide game balls for the end of season tournament games

78.2 Equipment

- 78.2.1 Each team shall provide (2) league provided game balls in good condition to the home plate umpire prior to the game. **At least one ball should be new.**
- 78.2.2 The player playing the pitcher position shall wear a protective face mask and
- 78.2.3 a chest protector, "Heart-guard", or similar
- 78.2.4 Catchers must wear full catcher's gear while on defense including a protective cup and hockey style mask with throat protector and ear protection. No skull caps with mask shall be allowed.

78.3 Playing Field

- 78.3.1 First and 3rd baselines shall be sixty (60) Feet from the point of home plate
- 78.3.3 Safety Arc: There shall be a thirty (30) foot arc drawn from first (1st) baseline to third (3rd) baseline in front of home plate. Infielders must stay behind this line until the ball is hit.
- 78.3.4 Pitching Circle: There shall be a ten (10) foot diameter circle with the front edge set at forty-two (42) feet from the rear point of home plate
- 78.3.5 Pitcher's Line: There shall be a line drawn from the pitcher's circle to the safety arc.

78.4 Pitching Rules (Coach Pitch)

- 78.4.1 The pitching coach shall keep one foot on or straddle the pitcher's line real or imaginary. If there is no physical line on the field, it is up to the umpire's discretion to determine if the pitching coach is lined up correctly. The pitching coach does not have to keep a foot in the pitching circle but shall be no nearer to the batter than the safety line.
- 78.4.2 If a batted ball hits the pitching coach and, in the umpire's judgment, the pitching coach made an effort to avoid contact or was protecting himself, it will be considered a dead ball and the batter will be awarded first base and any baserunners that are forced to a base will be allowed to advance to that base.
- 78.4.3 If the pitching coach intentionally contacts the ball or does not make a reasonable effort to avoid contact, in the umpire's judgment, the batter will be out and no baserunners may advance.
- 78.4.4 The pitching coach shall position himself as not to be an obstruction to the defensive team on any possible play once the ball has been hit
 - **Penalty:** If a coach violates this rule after the ball is pitched, obstruction will be called.

- **Additional Penalty:** If a coach violates this rule before the ball is pitched, **First Offense:** Warning; **Second Offense:** Removal of coach as the pitcher for the remainder of the game

78.5 Offense

- 78.5.1** 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.
- 78.5.2** 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.
- 78.5.3** An injured player shall not return to that game once he/she is deemed injured by the home plate umpire
- 78.5.4** Each batter will receive up to five (5) pitches to put the ball into play. After three (3) strikes or five (5) pitches the batter will be declared out. If the third strike or fifth pitch is batted foul, the batter will be offered another pitch until the ball is put into play or the pitch is missed. If the batter has two (2) strikes or is on the fifth pitch and hits a foul ball that is caught, he is out.
- 78.5.5** Three Strikes is an out even if the catcher doesn’t catch the ball.
- 78.5.6** There will be no walks including intentional walks
- 78.5.7** 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
- 78.5.8** There is no stealing or leading off base.
- 78.5.9** 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

78.6 Defense

- 78.6.1** Only ten (10) defensive players will play in the field. A Team must field all 6 Primary Infield positions (P,C,1B,2B,SS,3B) and up to Four (4) outfielders, twenty (20) feet behind the base path until ball is hit
- 78.6.2** The defensive player listed as pitcher must have at least 1 foot inside the pitching circle until the ball is hit. **PENALTY:** Offense gets choice of play or re-bat.
- 78.6.3** The catcher shall receive the pitch in the catcher’s box in a normal baseball manner. If in the umpire’s judgment, the catcher is not receiving the ball in a normal baseball manner, there will be a warning issued. If the act continues after the warning, the offending teams’ manager will be ejected.
- 78.6.4** Umpires shall call “Time” after every play and declare the ball dead. “Time” shall be called as soon as the all runners are not attempting to advance. “Time” does not have to be called by the defense for the purpose of this rule.
- 78.6.5** When a runner stands off a base and “jukes” or “feints” back and forth, this is to be interpreted as “not attempting to advance” and “Time” shall be called.
- 78.6.6** One defensive coach may be out of the dugout at the open end, to instruct his/her defensive players.
- 78.6.7** **In 7U Baseball only** the defense can have a coach in foul territory on both the 1st and 3rd baselines approximately 30ft beyond first and/or third base to provide defensive instructions to the outfield. These coaches are in addition to a coach at the open end of the dugout area. ***See Rule 78.6.6***

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.
- 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** There is no infield fly rule
- 78.7.5** The mercy rule shall be in effect based on the maximum number of runs allowed per inning (7) and the number of innings remaining in the game. For Example: If one team is ahead by 15 runs after 4 innings, or ahead by 8 runs after 5 innings, it is mathematically impossible for the team that is behind to score enough runs to tie or win the game. At this point in the game or inning, the game shall be terminated and the team in front declared the winner

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 **See Roster and Substitution Rules for roster minimums and substitution rules.
- 90.1.4 There is a maximum of seven (7) runs per inning in play
- 90.1.5 OMYBS will provide game balls for the end of season tournament games

90.2 Equipment

- 90.2.1 Each team shall provide (2) league provided game balls in good condition to the home plate umpire prior to the game. **At least one ball should be new**
- 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 hockey style 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 7 for Pitching Rules
- 90.4.2 Any violation of pitching rules will result in forfeiture of the game.

90.5 1.1 Defense

- 90.5.1 1.1.1 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.
- 90.5.2 1.1.2 Once removed, the pitcher shall not return to the mound the remainder of the game.

90.6 Offense

- 90.6.1** 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.**
- 90.6.2** 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.
- 90.6.3** 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.
- 90.6.4** **See Tournament Rules in Section 5.6 for special roster situations in the End of Season Tournaments
- 90.6.5** 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.

90.7 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** For 9u - 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** For 10u ONLY - runners will be allowed to lead-off as per the rules of Major League Baseball.
- 90.7.5** For both 9u & 10u - Three (3) strikes is an out--even if the pitched ball is not caught.
- 90.7.6** 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 **See Roster and Substitution Rules for roster minimums and substitution rules.
- 11.1.4 OMYBS will provide game balls for the end of season tournament games

11.2 Equipment

- 11.2.1 Each team shall provide (2) league provided game balls in good condition to the home plate umpire prior to the game. **At least one ball should be new**
- 11.2.2 No metal cleats shall be allowed.
- 11.2.3 Catchers must wear a protective cup.
- 11.2.4 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.
- 11.2.5 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 eight (8) 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 See Section 5.6 for End of Season Tournament Roster limits
- 11.4.5 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 7 for Pitching Rules](#)

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.

11.8 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. If the score is tied after the game has become official when a rainout occurs, the game result will be recorded as a tie

11.8.2 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

11.8.3 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 **See Roster and Substitution Rules for roster minimums and substitution rules.

13.2 Equipment

- 13.2.1 Each team shall provide (2) league provided game balls in good condition to the home plate umpire prior to the game. **At least one ball should be new**
- 13.2.2 Metal cleats shall be allowed.
- 13.2.3 Catchers must wear a protective cup.
- 13.2.4 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.
- 13.2.5 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 ninety (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 ten (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 7 for Pitching Rules](#)

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.

14 End of Season Tournament (Ages 6-14)

14.1 General

- 14.1.1** 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
- 14.1.2** League Tournaments will be single elimination unless otherwise determined by the League Commissioner.
- 14.1.3** The higher seed will be the home team in all tournament games.
- 14.1.4** Tournament games will be played with time limits. Mercy rules are in effect
- 14.1.5** If a Tournament game is tied at the end of regulation the following format will be used:
 - Each half inning will begin with the player making the last batted out on second base.
 - Each inning will begin with one (1) out
 - This format will be used until a winner is determined
- 14.1.6** All league Championship games will be played without a time limit.
 - Ages 6U (5 Innings)
 - 7U-12ll (6 innings)
 - 13-14 (7 innings)

14.2 Seeding and Tie Breakers

- 14.2.1** Regular season records will determine tournament seeding based on the following.:
 - Highest Win/Loss Pct
 - Head to Head *
 - Fewest Runs Allowed
 - Highest Total Run Differential
 - Coin Flip
- 14.2.2** **Head to head** is considered only when two teams are tied. For three or more teams, head to head is skipped in favor of the next tie breakers, in order as above until the tie is broken.
- 14.2.3** The maximum run differential per game is +8 or -8. Total run differential is the sum of each game's differential

14.3 Substitutions and pickup players

- 14.3.1** **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
- 14.3.2** **For 6U Baseball only.** A team with less than 9 players will take an out in the 9th batters spot in the lineup each time that player's spot comes to bat.
- 14.3.3** Circumstances outside these guidelines must be approved by the Executive Committee