Oak Mountain Youth Baseball and Softball Park Guidelines and Baseball Rulebook

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1. Mission Statement and Philosophy

Oak Mountain Youth Baseball and Softball has been organized as a youth baseball and softball program for all youth ages 4 to 18 years, regardless of sex, religion, race, color or physical handicap. Our mission is to provide a safe, recreational outlet for children 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 o ered 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. Oak Mountain Youth Baseball General Guidelines

2.1. OMYBS Expectations

2.1.1. No drug (including alcohol) or 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. 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.

2.1.4. Neither coaches nor players are allowed to harass or direct any outbursts towards the opposing team.

2.1.5. Spectators shall remain courteous and refrain from calling plays on the playing field and shall not openly criticize.

2.1.6. Neither a player nor a coach shall argue unduly with the umpire.

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 league 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 evaluations for each respective league has occurred, or in the case of Fall leagues if no evaluations are held, after the distribution of teams by the Baseball Commissioner.

2.2.6. After registration has closed, prior to league drafts, players may only be added at the discretion of the Age Group Director and with approval by the Baseball Commissioner.

- A $25.00 late fee will be incurred.
- Parents wishing to register once registration is closed must contact the Baseball Commissioner.
- Appeals must be presented in writing to the OMYBS Board for consideration and any decision to grant an exception to this rule rests solely with the OMYBS Board.

2.3. Player Evaluations

2.3.1. The Baseball Commissioner, along with each Age Group Director, are responsible for ensuring all player evaluations and formation of teams is done in a proper and equitable manner.

2.3.2. All REC players 6U to 12U are required to attend evaluations.

2.3.3. Evaluations are not conducted for the Fall program.

2.3.4. 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 will evaluate each of the following skills for each player: 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 10 (most talented) to 1 (least talented).

2.3.5. All scores should be carried out at 2 decimal places to provide for adequate player separation.

2.3.6. For players who are unable to attend evaluations, the previous year's draft scores will be available to coaches. Scores should be adjusted based on a coach's knowledge of the players. If a coach does not have adequate knowledge to adjust a

player's score, the previous year's draft score should be used. If a score is not available from previous evaluations and coaches do not know the player's playing ability, the player will be given a score of 1.001 by the Age Group Director.

2.3.7. Each coach will turn in their player evaluation scores to the Age Group Director. Age Group Directors must use the league software and enter the final evaluation scores for all players evaluated.

2.3.8. This should complete the pre-draft scores which will then be distributed to the coaches in preparation for the pre-draft meeting.

2.3.9. A pre-draft meeting will be held prior to the official team draft to review player scores.

2.3.10. 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.

2.3.11. Any adjustments to the player score must be agreed on by all coaches and the Age Group Director is responsible for any score adjustments.

2.3.12. The Age Group Director 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 league participation, Age Group Director observations from previous years, experience, parent comments, and other factors. Previous year coaches will be given first consideration but are not guaranteed a coaching position.

2.4.3. Age Group Directors are not permitted to coach within their own age group.

2.4.4. Any coach not selected has the right to meet with the Baseball Commissioner to discuss the reasons for the rejection.

2.4.5. A coach will be assigned a team for only one (1) season.

2.4.6. A coach may only be a head coach in one age group and for only one team. 2.4.7. In the event there are not enough coaches for the number of players registered, the Age Group Director and Baseball Commissioner shall contact registered assistants or previous coaches to fill positions.

2.4.8. All head coach candidates must agree and pass a background check and agree to the Coach's Code of Conduct.

2.4.9. It is required for coaches to read and understand the rulebook.
He/she must possess high moral ethics.

2.4.10. Approved coaches may select one (1) assistant coach based on the following provisions:

- Coaches must declare an assistant coach to the Age Group Director 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 beforehand 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 Age Group Director, (or their intention to not have an assistant coach), the Age Group Director will announce each coach's assistant to the group. Each coach will then vote on whether 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 Age Group Director(s) and/or Baseball Commissioner will vote in the case of a tie.
- This vote will occur amongst the age groups every season.

2.5. Head Coach Responsibilities

2.5.1. Head coaches are required to attend all OMYBS coach functions. If a head coach is unable to attend, they must send an assistant coach. Required functions include:

- Pre-season coaches meeting
- Player evaluations and pre-draft meetings
- Team drafts
- Park workdays
- Coaches' clinics

2.5.2. Coaches must complete the required 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.

2.5.4. Each coach is to assist in obtaining a team sponsor for the Spring season. This should be coordinated with the Sponsorship Chair.

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. Coaches' Code of Conduct and Expulsions

2.6.1. A coach should conduct himself or herself in such a manner as to always be an example of good 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 Baseball Commissioner and/or Age Group Director 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 OMYBS Board 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 umpire 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 Baseball Commissioner, OMYBS President, and Age Group Director within 48 hours of the expulsion and request a conference to discuss the events.
Failure to contact the Baseball Commissioner, OMYBS President and Age Group 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 (Baseball) 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 Age Group Director and Baseball Commissioner or member of the OMYBS Board.

3.1.2. Team selection for ages 5U and under will be conducted by the Age Group Director using the league provided software.

- Teams will be evenly divided as much as possible.
- The Age Group Director may honor a parent's coach and/or teammate requests if 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 6U 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 hours prior to the scheduled team draft.

3.1.5. Team name/color selections will be chosen in reverse draft order. Coaches may not swap draft drawings or attempt to circumvent these procedures in any way.

3.1.6. The Age Group Director shall determine the 1st round draft order by having the coaches participate in a blind draw. The draft order drawing should be held at least one day prior to the scheduled team draft.

3.1.7. The Age Group Director shall assign the team's 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 coaches.

3.2.2. It is mandatory that all head coaches attend. The Age Group Director 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 one (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 first 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 the 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 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 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 than 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 a 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 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 of 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 and approved by the OMYBS Board.

3.3. Fall Team Selection

3.3.1. For the Fall program, team selection will be conducted by the Age Group Director for ages 4-6. Teams will be evenly divided as much as possible. In the Fall

program, the Age Group Director may honor parent's coach and teammate requests for kids to play together if those requests are not a detriment to the other teams. ***Parent requests are never guaranteed.***

**Ages 7-10 will be formed via a draft. Last season's final pre-draft player rankings will be used to determine the fall draft slots. Like the spring, only two players are kept, the head coach and the named assistant's. These players MUST be taken in the round they are slotted. Coaches will draw for draft order and then proceed using standard snake draft format. No trades are allowed in fall.

4. Schedules

4.1 Game and Practice Schedules

4.1.1. The league scheduler will be responsible for forming all league practice and a game schedules.

4.1.2. The Spring season will consist of 10-12 regular season games for 5U-12U consisting of one weeknight and one Saturday game.

4.1.3. The Fall season will consist of a seven (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 Baseball 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 League Scheduler.

4.2. Inclement Weather

4.2.1. When rain has created doubt as to whether the game shall be played, the Field Director/Baseball 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 text notifications can be found on the OMYBS.org home page.

4.2.2. In the event of rained-out games or any other rescheduled make-up games, the League Scheduler and Baseball 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 playing in a 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 o 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 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.

5.2. Official Scorekeeper Responsibilities

5.2.1. 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 lineup to the scorekeeper at least 15 minutes prior to the game time.

5.2.2. The scorekeeper shall enter the lineup, official game time, umpire’s name and number, note the team names, and indicate visitor or home team.

5.2.3. During the game, the scorekeeper shall note all substitutions, record outs, runs, innings played, injuries, protests and balls and strikes.

5.2.4. The scorekeeper may not get involved in the game unless requested by the head umpire.

5.2.5. For baseball 9U and up, it is mandatory to keep up with the number of pitches a pitcher throws.

5.2.6. Record the pitcher's name and the number of pitches pitched in the appropriate box at the bottom right side of the scorebook. Do this for each pitcher.

5.2.7. 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.

5.2.8. 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).

5.2.9. 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 the specific affiliation rules. With the exceptions listed in this rulebook, 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 under. Steel spikes are only allowed in 13U and under.

6.1.2. Helmets with face guards must be worn by all OMYBS recreational players in the 4U-12U 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. Players playing the pitching position in ages 4U-8U must wear a helmet with a face guard and a check protector, "heart guard", or similar.

6.1.1 Bats 2-3/4" barrels, 2-5/8" barrels and 2 -¼" barrels with any length-to weight differential are allowed for all ages 5U-12U Beginning with the 2010 season, ages 13 and above must conform to the Alabama High School Association rule.

6.1.4. Ages 4U-6U have no bat restrictions. Ages 7U-12U must use a bat with the BPF score of 1.15. Ages 13U and above must use a BBCOR bat.

6.2. Re-Entry for Substitutions

6.2.1. For baseball age groups 7u and up, coaches shall be permitted free substitutions of players in defensive positions. However, excluding the pitcher position (ages 9U and 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 "in the game" since 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 lineup 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 lineup, 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 OMYBS Board.

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 of 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 lineup 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 lineup-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. If a player is found to be batting out of order prior to any pitch being thrown the batter may return to the dugout. If one pitch has been thrown, the batter will be declared out.

6.3.6. A player who arrives after the start of regulation a game can only be added to the batting order of his/her team at the bottom of the lineup or originally as presented to the scorekeeper.

6.3.7. All coaches shall be required to play all players on defense a minimum period covering six (6) complete “outs” in any game which requires five (5) or more innings to complete and a minimum of three (3) complete “outs” in any game under five (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.

6.3.8. 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.

6.3.9. No spectator shall be allowed on the playing field during the playing of the game. If 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.

6.3.10. In ages 6U-12U, there can be no more than 4 coaches inside the gates of the playing field at one time. *Exception: 4U-6U baseball where the defensive team does not have a catcher. The 5th coach should leave the dugout when their team is on defense.

6.3.11. In ages 6U-12U, no children under the age of 12 are allowed on the field or dugout as an assistant coach.

6.3.12. Only coaches and assistants older than 12 years are allowed in the dugout.

6.3.13. 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.

6.3.14. In the judgement 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 are awarded one base. Any other injury deemed serious enough in the 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 an umpire judgement call and cannot be appealed or protested.

6.3.15. "Slashing" – the act of faking a bunt stance, then resetting and taking a swing at the pitch is prohibited. Faking a bunt is legal as is pulling the bat back from a bunt stance, however taking a swing afterwards on the same pitch is illegal, and it is an umpire's judgement call. If it is ruled a "slash", the batter shall be automatically called out and no runners shall be allowed to advance.

6.3.16. A pressure-type protective batting helmet with full ear flaps and face mask 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.

6.3.17. A new inning cannot begin with less than five (5) minutes remaining in regulation time. League Tournament Championship games have no limit.

6.4. Slide Rules

6.4.1. A runner is NEVER required to slide. However, if he/she does, it must be a legal slide. There is NOT a "mandatory slide rule", however the runner cannot impede the defensive player from completing a play, by not sliding. The defensive player must attempt to make an additional play for this rule to be applied.

*Example: A player is not required to slide into 2nd base, but in the act of not sliding it prevents a player from throwing to 1st base, both the runner and the batter would be called out. The defender must attempt to throw to be considered an "impediment" to the defensive player.

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 lying flat on the ground in a prone position.

6.4.5. If the player has a batter's facemask, he/she cannot slide headfirst. If a runner wearing a batter's facemask slides headfirst into a base, the runner will be declared out. Diving back into a base headfirst is allowed.

6.5. Mercy Rules

6.5.1. In ages 6U, 7U, and 8U, the mercy rules 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 is ahead by 9 runs in the last inning and records two (2) outs, it is mathematically impossible for the other team to score enough batters to win.
- 7U/8U Example: Maximum runs per inning (7). If one team is ahead by 15 runs after four (4) innings, or ahead by 8 runs after five (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.
- 9U and Older Example: 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 three (3) innings or 10 runs at the end of four (4) innings, the game shall be terminated and the team with the most runs 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 has 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 Baseball 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 Baseball Commissioner shall select a protest committee made up of three (3) members who are not involved in the age group in which the protest is being made. The Baseball 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 Baseball Commissioner shall handle all protests as soon as possible to eliminate delays in making up the protest game.

6.7. Gameday Rosters and Substitute Players

6.7.1. For regulation games (ages 6U-12U), the minimum number of players required to start a game is seven (7). If seven (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 it 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 numbers of players on its official roster, provided that the selected players(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. **The exception to this rule is for players drafted in the first three rounds. Substitutes for these players will either bat last OR play outfield each inning. The choice of which will be the coach's discretion and the opposing coach must be notified of the choice.** No 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.
- All substitute player(s) requests must be communicated to the Age Group Director or Baseball Commissioner.
- Substitutes may play "up" for a game with an approved "play up" form by the 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 a 9U player pitched 15 pitches on Monday night, he could pitch again on Tuesday; if he pitched 25 pitches on Monday, he can't pitch again until Wednesday; if he pitched 40 pitches on Monday, he can't pitch again until Thursday; if he pitched 60 pitches on Monday, he can't pitch again until Friday; 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 practices.

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 one (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 Age Group Director and Baseball Commissioner for final decision.

8. 4U Baseball Rules

8.1. Miscellaneous

8.1.1. 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.

8.2. Playing Field

8.2.1. First (1st) and third (3rd) baselines shall be fifty-five (55) feet from the point of home plate.

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

8.2.3. A twenty (20) foot (fair ball) arc shall be drawn on the field in front of home plate.

8.3. Offense

8.3.1. 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.

8.3.2. 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.

8.3.3. A batter ball which fails to go past the 20-foot fair ball arc line shall be considered foul.

8.3.4. There are no strikeouts. The player swings until the ball is put in fair play.

8.3.5. 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.

8.3.6. All players available for play will bat in continuous order.

8.3.7. There is no stealing or leading off base.

8.4. General Rules

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

8.4.2. Each team shall consist of between seven (7) and eleven (11) rostered players.

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

8.5. Equipment

8.5.1. Each team will furnish a league provided RIF-Level 1 safety ball for play.

8.5.2. The one (1) player playing the pitcher position shall wear a protective face mask and a chest protector ("Heart Guard" or similar).

8.5.3. There is no catcher position for 4U baseball.

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

8.6. Defense

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

8.6.2. Coaches must position players in all field positions, infield and outfield.

9. 5U Baseball Rules

9.1. General Rules

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

9.1.2. Each team shall consist of between seven (7) and eleven (11) rostered players.

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

9.2. Equipment

9.2.1. Each team will furnish a league provided RIF-Level 1 safety ball for play.

9.2.2. The one player playing pitcher position shall wear a protective face mask and a chest protector ("Heart Guard" or similar).

9.2.3. There is no catcher in 5U baseball.

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

9.3. Playing Field

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

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

9.3.3. A 20-foot fair ball arc shall be drawn on the field in front of home plate.

9.4. Offense

9.4.1. 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 at bat. The offensive team's bat is ended only when each batter has completed one turn at bat in that inning.

9.4.2. 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.

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

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

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

9.4.6. 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.

9.4.7. All players available for play will bat in continuous order.

9.4.8. There is no stealing or leading off base.

9.5. Defense

9.5.1. Each team will use all players on defense.

9.5.2. Infield fly is not in effect.

9.5.3. Coaches may move players to different positions during an inning so that they may have a better opportunity to field a ball.

9.5.4. Coaches must position players in all field positions infield and outfield.

9.6. Miscellaneous

9.6.1. There shall be a maximum of four (4) coaches on field per team.

9.6.2. The defensive team shall be allowed two (2) coaches on the playing field to direct the team. Two (2) additional coaches shall be allowed to provide defensive instructions, positioned one per foul line.

9.6.3. The offensive team shall have one coach pitching, one coach acting as a first base coach, one coach acting as a third base coach, and one batting coach/catcher.

9.7. Rain Delays and Suspension of Play

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

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

10. 6U Baseball Rules

10.1. General Rules

10.1.1. A regulation game shall consist of four (4) innings or 75 minutes.

10.2. Equipment

10.2.1. Each team will furnish league-provided RIF Level 5 safety balls for play.

10.2.2. The player playing the pitcher position must wear a protective face mask and a chest protector (“Heartguard” or similar).

10.2.3. Catchers must wear a catcher’s mask or batting helmet with face mask and a chest protector (“Heartguard” or similar)

10.2.4. The league will provide a batting tee and “Heartguard” for all games. Coaches should make sure all equipment is available before each game.

10.3. Playing Field

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

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

10.3.3. A 20-ft safety arc shall be drawn on the field in front of home plate.

10.3.4. 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 a time out will be issued as well as whether the base runner can advance.

10.4. Offense

10.4.1. All players available for play will bat in continuous order. In regular season games, if a team is unable to find ten (10) players or full roster 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.

10.4.2. 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 (3) 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.

10.4.3. 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.

10.4.4. Batters will bat from a coach's pitch. The coach must pitch from behind the 20ft safety arc line. The coach should pitch with an overhand motion either standing or kneeling.

10.4.5. Any ball in the field of play is considered a fair ball. Bunting is not allowed.

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

10.4.7. 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 the home plate with the ball in glove prior to the last batter reaching home plate.

- The offensive team MUST announce "last batter" to notify defensive team. Penalty for not doing this is the defensive team's choice of the result of the play or re-bat.

10.5. Strikeouts and Hitting from a Tee

10.5.1. During all games except for games after April 1st in regular season play and in end of season tournament, there are no strikeouts. Players will be given three (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 (3) strikes or five (5) pitches, the player is required to hit off the tee and swings until a ball is in fair play.

10.5.2. When a batter HITS FROM A TEE:

- Coaches are not allowed to set up a player's stance in the batter's box 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 s touching home plate.
- The pitching coach must exit the playing field prior to the batter hitting off 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/she is not allowed to advance any further regardless of overthrow, error, or attempt by a fielder to make a play on himself 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.

10.5.3. During games after April 1st in regular season play and during the End of Season Tournament, players will be given three (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 (3) strikes or five (5) pitches, the batter is out. *This includes when the batter is the last batter.

10.6. Defense

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

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

10.6.3. Teams playing with ten (10) players must position one player at the catcher position.

10.6.4. When a catcher is used, they must stand along the backstop wearing a helmet with facemask and a chest protector, "Heart Guard", or similar.

10.6.5. 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.

10.6.6. The defensive player playing the pitcher position will stay in the ten (10) foot circle until the ball is hit. He/She can have one foot outside of the circle. Penalty: Offense gets choice of play or re-bat.

10.6.7. Infield fly is not in effect.

10.6.8. 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.

10.6.9. Coaches may move players to different positions once during an inning until the last batter. Coaches cannot adjust defensive positions for 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 not have completed their required full inning in either position. **See Rule 60.8.1**

10.6.10. 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".

10.6.11. The base runner will be awarded the approaching base if the runner was beyond the halfway line when "time" is called.

10.6.12. One defensive coach may be out of the dugout at the open end, to instruct his/her defensive players.

10.6.13. On defense, all overthrows to first base (from an infielder) on the initial play which results 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.

10.7. Pitching Rules – Coach Pitch

10.7.1. 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 judgement) 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.

10.8. Miscellaneous

10.8.1. 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 and agreed upon prior to the start of the game by both coaches due to safety. Penalty is forfeit.

- A full inning is one (1) rotation of the opponent's 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.

10.8.2. 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.

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

10.9. Rain Delays, Makeup Games, and Completed Games

10.9.1. If a rainout occurs before one inning, then the game will start over on another day as if it were a new game.

10.9.2. 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.

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

10.9.4. A rainout after one full inning, but before two innings suspends the game, with play being 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. 7U and 8U (Coach Pitch) Baseball Rules

11.1. General Rules

11.1.1. A regulation game shall consist of six (6) innings or 90 minutes.

11.1.2. Each team shall consist of between ten (10) and twelve (12) rostered players.

11.1.3. See Roster and Substitution Rules for Roster minimums and substitution rules.

11.1.4. There is a maximum of seven (7) runs per inning in play.

11.1.5. 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. The player playing the pitcher position must wear a protective face mask and a chest protector ("Heart Guard" or similar).

11.2.3. 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 aps with masks shall be allowed.

11.3. Playing Field

11.3.1. First and third baselines shall be sixty (60) feet from the point of home plate.

11.3.2. Safety arc: There shall be a thirty (30) foot arc drawn from first baseline to third baseline in front of home plate. Infielders must stay behind this line until the ball is hit.

11.3.3. 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.

11.3.4. Pitcher's line: There shall be a line drawn from the pitcher's circle to the safety arc.

11.4. Pitching Rules (Coach Pitch)

11.4.1. 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 in the center of the field. The pitching coach does not have to keep a foot in the pitching circle but must not cross the 30-foot safety arc.

11.4.2. If a batted ball hits the pitching coach and, in the umpire's judgement, the pitching coach made an e ort to avoid contact or was protecting herself/himself, it will be considered a dead ball and no-pitch will be declared.

11.4.3. If the pitching coach intentionally contacts the ball, in the umpire's judgement, the batter will be out, and no baserunners may advance.

11.4.4. The pitching coach should leave the field after the ball has been put in play and must position herself/himself as not to be an obstruction to the defensive team on any possible play.

* Penalty: If a coach violates this rule after the ball is hit and obstructs the defense from making the out, the runner will be declared out. This is enforced by umpire's discretion.

11.5. Offense

11.5.1. All players available for play will bat in continuous order. In regular season games, if a team is unable to field ten (10) players or full roster, there will be no outs taken in the "vacant" batting positions. The team will simply bat the players it has available.

11.5.2. If a player is injured during the game and is unable to continue to play in the game in the judgement 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.

11.5.3. Each batter will receive up to five (5) pitches to put the ball in to 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 in to 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/she is out.

11.5.4. Three (3) strikes is an out even if the catcher does not catch the ball.

11.5.5. There will be no walks including intentional walks.

11.5.6. 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, he/she will be called out.

11.5.7. There is no stealing or leading off base.

11.5.7.1. Any base runner leaving the base before the ball reaches home plate is out (umpire's discretion). The ball is considered dead and a no pitch.

11.5.8. If a runner misses a base, it will be an appeal play to the umpire.

11.6. Defense

11.6.1. Only ten (10) defensive players will play in the field. A team must field all six (6) primary infield positions (P, C, 1B, 2B, 3B, SS) and up to four (4) outfielders, twenty (20) feet behind the base path until the ball is hit.

11.6.2. The defensive player listed as pitcher must have at least one (1) foot inside the pitching circle until the ball is hit. Penalty: Offense gets choice of play or rebat.

11.6.3. The catcher shall receive the pitch in the catcher's box in a normal baseball manner. If in the umpire's judgement, 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 player should be replaced in the next inning.

11.6.4. Umpires shall call "time" after every play and declare the ball dead. "Time" shall be called as soon as all runners are not attempting to advance. "Time" does not have to be called by the defense for the purpose of this rule.

11.6.5. 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.

11.6.6. One defensive coach may be out of the dugout at the open end, to instruct his/her defensive players.

11.6.7. In 7U baseball only, the defense can have a coach in foul territory on both the 1st and 3rd baselines approximately 30 feet 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.

11.7. Miscellaneous

11.7.1. 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.

11.7.2. Games will be 1 hour and 30 minutes or six (6) full innings, whichever comes first.

11.7.3. Free substitution of defensive players is allowed at any time during the game. The batting order shall not be changed during a game.

11.7.4. There is no infield fly rule.

11.7.5. 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.

11.8. Rain Delays and Suspension of Play

11.8.1. If a rainout call occurs after the players have 3 (three) complete innings, the game is considered official, which means that the team currently in the lead is the game's winner even if the game cannot be played to completion.

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

11.8.3. A rainout after one full inning but before three (3) innings suspends the game, with play to be resumed on another day, even if one team is in the lead. Play begins

immediately where it stopped, with players in the same positions including on bases if necessary and the number of balls, strikes and outs consistent.

11.8.4. If a rainout occurs before one (1) full inning, the game will start over on another day as if it were a new game.

12. 9U and 10U Baseball Rules

12.1. General Rules

12.1.1. A regulation game shall consist of six (6) innings of 1 hour and 45 minutes. (90 minutes in the Fall season.

12.1.2. Each team shall consist of between nine (9) and twelve (12) rostered players.

12.1.3. See Roster and Substitution Rules for roster minimums and substitution rules.

12.1.4. There is a maximum of seven (7) runs per inning in play.

12.1.5. OMYBS will provide game balls for the end of season tournament games.

12.2. Equipment

12.2.1. Each team shall provide two (2) league-provided game balls in good condition to the home plate umpire prior to the game. At least one ball should be new.

12.2.2. Catchers must wear a protective cup.

12.2.3. 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.

12.2.4. Any player warming up a pitcher shall wear a catcher's mask; there shall be a protective player/coach within proximity of the pitcher and catcher.

12.3. Playing Field

12.3.1. First and third baselines shall be sixty-five (65) feet from the point of home plate.

12.3.2. 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.

12.3.3. The pitching distance shall be forty-six (46) feet from the point of home plate to the front of the pitching rubber.

12.3.4. 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 Baseball rules.

12.4. Pitching Rules

12.4.1. See Section 7 for Pitching Rules.

12.4.2. Any violation of pitching rules will result in forfeiture of the game.

12.5. Defense

12.5.1. Any coach who calls "time" and goes on to the playing field more than one (1) time in one (1) inning (not game) per pitch to talk to a player or players, will be required to remove the current pitcher from the mound.

12.5.2. Once removed, the pitcher shall not return to the mound the remainder of the game.

12.6. Offense

12.6.1. Any coach going on to 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.

12.6.2. 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.

12.6.3. 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.

12.6.4. See Tournament Rules in Section 5.6 for special roster situations in the End of Season Tournament.

12.6.5. If a player is injured during the game and is unable to continue to play in the game in the judgement 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.

12.7. Miscellaneous

12.7.1. All ground rules must be given to the coaches prior to the beginning of the game.

12.7.2. 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.

12.7.3. For speed of play, a courtesy runner is permitted ONLY for the catcher and pitcher of record any time he/she reaches a base. The courtesy runner should be the last made out in the lineup.

12.7.3.1. "Of record" means the player who last played the position when the batting team was on the field. If the batting team has not played in the field, a courtesy runner may only be used for the pitcher or catcher designated in the starting lineup.

12.7.3.2. The courtesy runner will not be allowed after the next batter has received a pitch.

12.7.3.3. If a courtesy runner is needed in the first inning prior to an out being recorded, the batter in the lineup furthest from the batter/catcher will be the courtesy runner.

12.7.4.

12.7.5. 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.

12.7.6. If a runner misses a base, it will be an appeal play to the umpire.

12.7.7. For 10U only, runners will be allowed to lead off as per the rules of Major League Baseball.

12.7.8. For both 9U and 10U, three (3) strikes is an out, even if the pitched ball is not caught.

12.7.9. Infield fly rule is in effect.

12.8. Rain Delays and Suspension of Play

12.8.1. If a rainout call occurs after the players have played three (3) 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.

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

12.8.3. A rainout after one full inning but before three (3) 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.

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

13. 11U and 12U Baseball Rules

13.1. General Rules

13.1.1. The time limit for a regulation game will be 1 hour and 45 minutes or six (6) 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.

13.1.4. OMYBS will provide game balls for the end of season tournament games.

13.2. Equipment

13.2.1. Each team shall provide two (2) league-provided game balls in good condition to the home plate umpire prior to the game. At least one (1) game ball should be new.

13.2.2. No metal cleats shall be allowed.

13.2.3. Catchers must wear a protective cup.

13.2.4. Catchers must wear a 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/coach within proximity of the pitcher and catcher.

13.3. Playing Field

13.3.1. First and third baselines shall be seventy (70) feet from the point of home plate.

13.3.2. The distance from the point of home plate to second base and from first base to third base shall be ninety-nine (99) feet.

13.3.3. The pitching distance shall be fifty (50) feet from the point of home plate to the front of the pitching rubber.

13.3.4. 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 the Major League Baseball 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. See End of Season Tournament Rules for roster limits.

13.4.5. If a player is injured during the game and is unable to continue to play in the game in the judgement 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 on to the playing field more than one (1) time in one (1) 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

13.8. All ground rules must be given to the coaches prior to the beginning of the game.

13.9. An uncaught 3rd strike is liver per the rules of Major League Baseball.

13.10. For speed of play, a courtesy runner is permitted ONLY for the catcher and pitcher of record any time he/she reaches a base. The courtesy runner should be the last made out in the lineup.

13.10.1. "Of record" means the player who last played the position when the batting team was on the field. If the batting team has not played in the field, a courtesy runner may only be used for the pitcher or catcher designated in the starting lineup.

13.10.2. The courtesy runner will not be allowed after the next batter has received a pitch.

13.10.3. If a courtesy runner is needed in the first inning prior to an out being recorded, the batter in the lineup furthest from the batter/catcher will be the courtesy runner.

13.11. 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.

13.12. For 11U and 12U, runners will be allowed to lead off as per the rules of Major League Baseball.

13.13. Infield fly rule is in effect.

13.14. Rain Delays and Suspension of Play

13.14.1. If a rainout call occurs after the players have played three (3) 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.

13.14.2. A rainout after one (1) full inning but before three (3) 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 numbers of balls, strikes, and outs consistent.

13.14.3. If a rainout occurs before one full inning, the game will start over on another day as if it were a new game.

14. 13U and 14U Baseball Rules

14.1. General Rules

14.1.1. The “time” limit for a regulation game will be two (2) hours or seven (7) innings.

14.1.2. Each team shall consist of between nine (9) and twelve (12) rostered players.

14.1.3. See Roster and Substitution Rules for roster minimums and substitution rules.

14.2. Equipment

14.2.1. Each team shall provide two (2) league-provided game balls in good condition to the home plate umpire prior to the game. At least one game ball should be new.

14.2.2. Metal cleats shall be allowed.

14.2.3. Catchers must wear a protective cup.

14.2.4. Catchers must wear a full catcher’s gear while on defense including a protective helmet with throat protector, ear protection, and attached mask. No skull caps with masks shall be allowed.

14.2.5. Any player warming up a pitcher shall wear a catcher’s mask; there shall be a protective player/coach within proximity of the pitcher and catcher.

14.3. Playing Field

14.3.1. First and third baselines shall be ninety (90) feet from the point of home plate.

14.3.2. The pitching distance shall be sixty (60) feet, six (6) inches from the point of home plate to the front of the pitching rubber.

14.3.3. 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 Baseball rules.

14.4. Offense

14.4.1. Any coach going onto the playing field to talk to the same batter (or a batter going to the dugout of 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.

14.4.2. 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.

14.4.3. All players available to 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.

14.4.4. In tournament play a team must have eight (8) players available for their batting lineup. 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.”

14.4.5. The Age Group Director or Baseball 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.

14.4.6. 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.

14.5. Pitching Rules

14.5.1. See Section 7 for Pitching Rules.

14.5.2. Any violation of pitching rules will result in forfeiture of the game.

14.6. Defense

14.6.1. Any coach who calls "time" and goes onto the playing field more than one (1) time in one (1) inning (not game) per pitcher to talk to a player or players, will be required to remove the current pitcher from the mount.

14.6.2. Once removed, the pitcher shall not return to the mound the remainder of the game.

14.7. Miscellaneous

14.7.1. All ground rules must be given to the coaches prior to the beginning of the game.

14.7.2. An uncaught 3rd strike is live per the rules of Major League Baseball.

14.7.3. For speed of play, a courtesy runner is permitted ONLY for the catcher and pitcher of record any time he/she reaches a base. The courtesy runner should be the last made out in the lineup.

14.7.3.1. "Of record" means the player who last played the position when the batting team was on the field. If the batting team has not played in the field, a courtesy runner may only be used for the pitcher or catcher designated in the starting lineup.

14.7.3.2. The courtesy runner will not be allowed after the next batter has received a pitch.

14.7.3.3. If a courtesy runner is needed in the first inning prior to an out being recorded, the batter in the lineup furthest from the batter/catcher will be the courtesy runner.

14.7.4. 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.

14.7.5. For 13U and 14U, runners are allowed to lead off as per the rules of Major League Baseball.

14.7.6. Infield fly rule is in effect.

15. End of Season Tournament (6U-14U)

15.1. General

15.1.1. Each baseball team in the age group (6U-14U) shall compete in a year-end league tournament culminating in a League Championship on Championship Friday or Saturday.

15.1.2. League tournaments will be single elimination unless otherwise determined by the Baseball Commissioner.

15.1.3. The higher seed will be the home team in all tournament games.

15.1.4. Tournament games will be played with time limits. Mercy rules are in effect.

15.1.5. 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.

15.1.6. All league championship games will be played without a time limit:

- 6U: 5 innings
- 7U-12U: 6 innings
- 13U-14U: 7 innings

15.2. Seeding and Tie Breakers

15.2.1. Regular season records will determine tournament seeding based on the following:

- Highest win/loss percentage
- Head-to-head
- Fewest runs allowed
- Highest total run differential
- Coin flip

15.2.2. 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.

15.2.3. The maximum run differential per game is +8 or -8. Total run differential is the sum of each game's differential.

15.3. Substitutions and Pickup Players

15.3.1. 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.

15.3.2. For 6U baseball only: A team with less than nine (9) players (or full roster) will take an out in the 9th batter's spot in the lineup each time that player's spot comes to bat.

15.3.3. Circumstances outside these guidelines must be approved by the OMYBS board.