

Facility

1 Teams will have the following resposibilities:

ALL PRACTICES: Put away bases, put away all equipment, rake all holes and base areas, rake around the mound and home plate, pick up all trash from dugouts and bleachers.

HOME TEAM: Rake all holes and base areas, rake around the mound and home plate, tamp down dirt around the mound and home plate / batters boxes, turn out field lights, lock up all doors, pick up trash from your dugout and bleacher areas on your side of field.

VISITING TEAM: Put away bases, place scoreboard controls in concession stand, clean restrooms, pick up trash from your dugout and bleacher areas on your side of field.

** DO NOT RAKE OR DRAG INFIELD DIRT INTO THE GRASS, AS THIS WILL BUILD UP A LIP ON THE DIRT/TURF EDGE AND CAUSE BAD BOUNCES

Batting

- 1 All helmets used in games or practices shall utilize a full face mask or approved jaw guard. This rule applies to player furnished helmets and OCL furnished helmets. Any player running the bases and deliberately removes her helmet is out and all runners must return to their original bases.
- 2 Mandatory Playing Rules shall be enforced. Violations of this rule will be dealt with by the Owensboro Catholic League Board (OCL Board) and may include forfeiture of the game(s) in question.

Batting Order -

- (a) The batting order will include all players present and eligible, & this same order shall be used throughout the game, Round Robin.
- (b) A player who has left early when their turn in the batting order comes will be deleted from the batting order, without penalty, as long as you still have 8 batters. If you drop to 7 batters, the 8th batting position will be an out unless this is due to illness or injury.
- (c) A player arriving late will be added at the end of the batting order, without penalty.
- 3 The infield fly rule **IS NOT** in effect.
- 4 Bunting is allowed.
- 5 Stealing is allowed.
- 6 Sliding is permitted, except for sliding headfirst. Penalty: Runner is out. <u>Diving back to the base is not considered sliding head first.</u> Coaches are encouraged to teach their players to slide if there is a close play at all bases except first base.
 - ** There is no "must slide" rule in Little League

The runner may slide, attempt to get around the fielder who is in possession of the ball and waiting to make the tag (if not, the fielder has obstructed the runner), or give him/herself up.

Hurdling or going over the defensive player that has the ball and is waiting to make a tag is a LEGAL maneuver.

If the runner attempts to get around and successfully avoids the tag without going out of the base line, that runner is safe. If the runner attempts to avoid, but still makes contact, the runner is NOT automatically out. What constitutes an attempt is entirely up to the judgment of the umpire.



If the ball is on its way to the base or home plate, or the ball and runner get there simultaneously, and there is contact because the runner didn't slide or attempt to get around, this is just a collision, and collisions are part of baseball. Contact may occur with no penalty assessed.

7 <u>Uncaught third strike</u> is in effect.

Base/Pitching Coaches-

- 1 When a team is at bat, a first base coach and a third base coach may be on the field in the coach 's box while their team is at bat. Players may coach bases but must wear a helmet. All other coaches must be in the dugout or off the playing field.
- 2 Base coaches must stay in coach's box. If he/she interferes (touches) a player, the runner is out.

Defense-

- 1 Catchers must wear approved chest protector (long or short are both acceptable) and catcher's style helmet/mask and all male catchers are required to wear a cup at every practice and during games. Coaches will be responsible in seeing that the player have and use the required protective equipment.
- 2 When a team is playing defense, an adult coach for the defensive team may be stationed within a 4' radius of his/her dugout gate/opening (foul territory only) to provide instruction for all defensive players. This coach shall not be permitted to touch the ball nor advance into the infield while the ball is in play. This defensive coach shall not be allowed to shout out instructions to offensive runners in order to confuse them.
- 3 Except for injuries, player positions can only be changed one time per inning. Example: A first baseman may be moved to a regular outfield position a ny time during an inning, but must remain there until the inning is complete.
- 4 If a player covering 1st, 2nd, or 3rd base is called for interference by the umpire, the umpire will determine if the runner advances to the next base if it is open.

 Only if the umpire determines that a player could not touch first base because of interference by the first baseman, will the runner going to first be called safe.
- Obstruction is the act of a fielder who, while not possession of the ball, impedes the progress of any runner. A fake tag is considered obstruction. Note: Obstruction shall be called on a defensive player who blocks off a base, base line or home plate from a base runner while not in possession of the ball. Example: A catcher on his/her knees blocking home plate before he/she has possession of the ball, prevents the sliding runner from touching home, makes the catch and applies the tag is obstructing the plate. In this example, the runner shall be called safe.
- 6 No outfielder will be allowed in the infield before the bat is swung. First Offense: Warning. Second Offense: Hitter gets a free base.
- 7 When the pitcher is on the rubber with the ball, base runners must either attempt to advance or retreat to their previous base. If the runner does not advance or retreat to previous base (in the judgment of the umpire), the runner will be declared out. Play is considered live and shall not be officially stopped until "time out" is called by an umpire. The umpire shall call time.

Playing Requirements -

- 1 Every player on a team roster will participate in each game for a minimum of six (6) defensive outs. If these playing requirements are not met -
 - > The player(s) involved shall start the next scheduled game, play any previous requirement not completed & the requirement for the current game before being removed.



- > Those players not fulfilling their playing time because of a shortened game (10 Run Rule, time limit or rain out) will start the next game & play six (6) consecutive outs & bat once before they are removed from the game.
- 2 Each team must field at least 8 players by game time plus 10 minutes or the game will be a forfeit. If the game is played as a "practice game", innings will still count toward the pitcher's weekly inning count. If the team drops to 7 players or fewer during the game (due to illness or injury) no out will be charged to the "empty" batting position(s)...any other reason and an out will be charged to the empty batting position.

If a coach knows that his/her Major team roster will drop to 7 or fewer players for any given game, the coach has the option to pull up available player(s) from younger age groups for the games in which his or her team will have 7 or fewer players. (When pulling up players, the coach is limited to a total of 9 roster positions for that particular game, including his or her full time players.)

A coach may not pull up a younger player once a game has been started. The coach will be required to play with the players that are present at the start of the game (or full time players that show up late) even if his or her team drops below 9 players due to illness or injury.

Farm Teams -

Major teams may utilize any available Minor players on a "first come, first served basis" for purposes of completing a game roster.

Any player that "plays up" is available to play any position on the field, including pitcher or catcher.

Players are not eligible to "play up" if doing so creates a conflict with a scheduled or make-up game in the player's natural division.

RULES - Pitching

- 1 Any player who has played the position of catcher in four (4) or more innings in a game <u>is</u> eligible to pitch on that calendar day.
- 2 A pitcher once removed from the mound cannot return as pitcher.
- 3 The "uncaught third strike" is in effect.
- 4 Pitchers in the OCL Major leagues must adhere to the inning limit requirements listed in this Rule.

PITCH INNINGS

3 Innings MAX per game

5 innings MAX per week

This Pitch Inning Restriction will also be applied to tournament rules

Pitching at least 1 pitch in an inning counts as a full inning.

If a make-up or tournament game is played in the same week by a team that plays two other games (3 total games for the week), pitchers for that team shall be allowed up to 2 additional innings for the third game only.

If a make-up game is played in the same week by a team that plays *only* one other game (2 total games for the week), pitchers for that team shall be limited to 5 innings for the week.

Game Rules-

1 Umpire will be furnished by OCL.



- After a batter hits the ball, he/she must make an attempt to place the bat in the batter's box or lay the bat down. If a batter slings a bat, the umpire will issue a "team warning" for the first offense. The second time, the batter is out. If, in the umpire's judgment, the bat is slung dangerously the first time, no warning, the batter is out.
- 3 A ½ inning shall consist of 3 outs or 5 runs. Games will consist of 6 innings, but no inning shall be started after the time limits discussed below. (In case of a tie at the conclusion of the 6th inning, teams may play extra innings provided they do not exceed the times limits discussed below). The next inning begins immediately after the last out of the previous inning.
- 4 Regular Season time limits will be adhered to as follows:
 - There will be a 1:30 time limit on ALL games.
 - ANY GAME IN WHICH THE SCORE IS TIED AND CALLED BECAUSE OF THE TIME LIMIT WILL END IN A TIE. (Each team will be credited with a 1/2 game win and a 1/2 game loss.)

Regarding TIE games: TIE games halted due to weather, curfew or light failure shall be resumed from the exact point at which they were halted in the original game. The

pitcher of record may continue pitching in the same game on any subsequent date provided said pitcher has observed the required days of rest.

A game shall be considered a regulation game if at least 3 innings of a Major Game are completed. If play is halted before the completion of the 4th, 5th or 6th inning of a Major Game, the

final score will be defined as the score at the end of the last completed inning. (A completed inning will include any inning that the home team is at bat and the home team has more runs than the visiting team).

- 5 A runner will be called out if he/she runs more than 3 feet out of baseline to avoid a tag. This call will be made by the umpire. Only the coach in charge may appeal to the umpire for this call.
- 6 Bats shall not be more than 33 inches in length. Any bat 2-1/4 inches in diameter is permitted, but only "USA Baseball" approved 2-5/8 inches in diameter bats are permitted. The umpire in charge shall make the final decision as to the acceptance of the bat for any given OCL game.

Field -

- 1 The on-deck circle will be a 3' circle placed on the field in close proximity to each team's dugout, and the on-deck batter must wear a helmet. For safety reasons, teams may use either on-deck circle for the on-deck batter.
- 2 The distance from home plate to the pitching rubber shall be 46 feet. First and Third Bases are 60' away from home plate.

Tournament-

- 1 Tournament time limits will be adhered to as follows:
 - There will be a 1:30 time limit on all games except for the championship games (no time limit). In championship games, all innings shall be played unless the game is called according to the Mercy Rule in Major.
- 2 Tournament will be seeded based on overall record. First tiebreaker for tournament seeding is head-to-head record. Second tiebreaker is coin flip. The rules used for regular season will be used for tournament except that games will not be allowed to end in a tie and will continue until a winning team is determined.
- 3 The higher seeded team is the home team throughout the tournament. Regarding TIE games, TIE games halted due to weather, curfew or light failure shall be resumed from the exact point at which they were halted in the original game.

Eligibility

1 Owensboro Catholic Major League is for 11, 12, and 13 year olds that meet the age requirement in place for the current season.



- 2 Players turning 13 on or before August 1 of the next year are not eligible to play Major.
- 3 A Major player may not play simultaneously in another Owensboro Catholic League Division, but shall be allowed to fill in for players in other leagues as outlined in appropriate league rules.