

**OCAC**

**Flint Hill**

**St. Paul**

**Josephville**



**Rule Book**

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# Part I - Engagement Rules

## Rule 1 - Age Divisions

**Sec. 1** - The Associations shall consist of regularly organized leagues. The age and classification requirements for these teams are as follows:

**Baseball:**

**Softball:**

Age Cutoff	April 30
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Age Cutoff	January 1
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**Sec. 2** - All member associations shall abide by all rules, as set forth by the Board of Directors, without change or alteration.

**Sec. 3** - The rules may be amended, altered or repealed only by action of the associations Board of Directors by the request of the rules committee.

(a) Alterations to existing rules may be made at any time during the season for purposes of clarification or interpretation.

**Sec. 4** – All select softball will follow NSA rules unless amended by the league.  
– All rec. softball will follow NSA unless amended by this book.

**Sec. 5** – All baseball will follow Major League rules unless amended by this book.

**Sec. 6** – See all time limit and field dimensions in back of this rule book.

## Rule 2 - Team Registration & Current Season

**Sec. 1** - Teams in all leagues will be ranked according to ability and placed into divisions as described in Rule 1. This ranking and placement shall be conducted by a ranking committee with equal voting representation from the board of directors of all leagues. The ranking committee will determine titles of the leagues and divisions.

**Sec. 2** - The current season shall start and end on a date determined by the league(s) board of directors on a yearly basis.

**Sec. 3** - No team (*except 16 & Under, 18 & Under*) shall, at any time, have over *fifteen* (15) players on its official roster or on the players bench during a regularly scheduled, rescheduled, or elimination league game unless prior approval has been granted, in writing, by the their association. 16 & under and 18 & under divisions will be allowed *eighteen* (18) players on its official roster and players' bench.

**Sec. 4** - A team roster must have a minimum of *nine* (9) players in boy's divisions, and *nine* (9) players in girl's divisions.

**Sec. 5** - Managers are responsible for insuring that all players are registered with their home association. Once the parent or legal guardian and player have signed or been placed on a roster, the player is bound to that team for the remainder of the current season or until they have been properly released. The absence of parental authorization on the official roster form will automatically render the player ineligible until such time as said authorization is obtained and duly registered with the

association. Any violation of this section could result in automatic suspension of the manager and/or player by the association.

**(a)** If your home association uses paper rosters, then all rosters and roster revision forms are to be filled out in ink or typed, and that the player's signature is in the handwriting of the player. Players in the Pee Wee and 8 & under divisions, who cannot sign their name, may print. The parent or legal guardian of each player shall be responsible for the authenticity and must sign in the space provided.

**(b)** If your home association does not use paper rosters, then all players and parent must register online with that association and agree to online waver.

**Due to insurance liability risks, ALL players must be officially registered in order to play within any age division. Players seeking to join the League after its official registration periods have closed must first obtain the permission of the association. AN UNREGISTERED PLAYER MAY NOT TAKE THE FIELD UNDER ANY CIRCUMSTANCES. No individual director, manager, coach, volunteer, sponsors or participating family has authority to violate this condition.**

***NOTE: If your team is playing in tournaments and you pick up a player to fill in and that player is not on your League roster that player is not covered by League insurance.***

**Sec. 6** - Any team fielding players older than the upper age limits prescribed for the various divisions (*unless prior approval for the player's participation has been secured in writing from the rules committee*) shall forfeit all league games in which said player or players have participated. Said player or players will be removed from the team roster and the team will be permitted to play the balance of the league schedule.

## Rule 3 - Roster and Revisions

**Sec. 1** – If your home association uses online rosters, it is the team manager's responsibility to make certain that all players taking the field are on his/her online roster. Managers and/or coaches have access to online rosters via their team web site. If your home association uses paper rosters, the team managers must file the official roster with the association before their first game is played.

**Sec. 2** – For paper rosters, all players whose signatures appear on the official roster must be registered members of their home association. If they are not properly registered, their name will be removed from the official roster by the home association and all games in which the non-registered player participated in will immediately be forfeited. The league reserves the right to have random checks done by Board Members on duty or by office personnel and impose any and all penalties set forth in this rule book.

**Sec. 3** - Roster registrations of players and managers apply to the current season only.

**Sec. 4** - Changes in a team's official roster must be filed with their home association before the change becomes effective and the player participates in a game. No change will be recognized if it has not been filed with the association. Any player participating in a game without proper approval will force forfeiture of games participated in and probation or suspension for the manager (or coach if manager was not present) of the team.

**Sec. 5** - No player shall be added during the last *six* (6) scheduled league games of a *twelve* (12) game or longer scheduled season. In the event of an emergency, as determined by the home associations Board of Directors, a manager desiring to make an addition to his official roster after the time limit set forth herein, must receive the unanimous written consent of all team managers in the division of which the team participates. Said consent shall be presented to the protest committee before such player is eligible to play with the team. The requested addition must not otherwise be in violation of any other rule. The decision of the protest committee is final.

**Sec. 6** - The registration of a player on an official roster does not exempt him/her from a protest at a later date provided sufficient proof of ineligibility is presented at the time of protest.

**Sec. 7** - Your home associations board of directors has the right to declare any player a "free - agent" at any time for just cause. In the event a player is declared a "free - agent", the home association will have a Roster Revision form signed and given to the team manager to keep with his official roster.

**Sec. 8** - The team manager or interim team manager should always have a copy of the approved team roster and all approved roster revision forms in his/her possession at all league games. If a roster check is called and the roster is not present at the field, the game shall continue under protest with no protest fee being posted. An association board member or board representative shall have the player(s) in question write their name, address, phone number, hair and eye color, and parents' names on a piece of paper and sign it. The game will go on and be played as scheduled. The association will check the validity of the player(s) in question within one (1) week from the game in question and send a letter to the opposing manager with the findings. If player in question is found to be illegal, each game(s) in which this player participated shall be declared forfeited and the manager shall automatically be suspended from all games until he/she goes in front of the association's board of directors where further action may be taken. If there is no league-approved roster on file, it is an automatic forfeit and any previous games played may be reviewed. The manager could face up to a game suspension for each game played before the roster was turned in.

Roster checks must be called before the last out of the game is made.

**Sec. 9** – A current copy of the safe kids act shall be signed by all managers and coaches and turned in to the office before 1<sup>st</sup> game.

## Rule 4 – Discipline, Probation's & Suspensions

**Sec. 1** - In the event that a player, fan, manager or coach is suspended from the association due to a rules violation, that person(s) is prohibited from being present at any league game which the league sponsor's until such time as the suspension has been served or lifted. Violation of this is automatic forfeiture.

**Sec. 2** – All that is dishonorable, unsportsmanlike and unbecoming of a gentleman/woman is condemned at all times during league functions. Failure to comply will result in further action by the leagues Conduct Committee resulting in suspension for those individuals and/or teams not in compliance.

***(See Conduct Section RULE 9 SEC. 4 & 5 for suspensions resulting from ejection for games)***

## Rule 5 - Player Transfers

**Sec. 1** - After a player and parent sign an official roster, the player is bound to that team. A manager may not release a player without approval of the player. A player or manager may appear before the associations Board of Directors and request a release. The Board of Directors of the league has the authority to release a player if they see just cause on either part. The roster commitment will last until the end of the current season as stated in **Part I Rule 2 Sec. 2**.

**Sec. 2** - No player shall be eligible to play with another team within their own division unless he/she has been properly released by the manager of the team with which he/she previously signed to play. Such release must be properly filed by the releasing manager on the roster revision form of that team. The home association must approve the release before it becomes effective. Any player violating this section shall stand automatically suspended from play for the balance of the current season.

**Sec. 3** – An entire team and an individual player may play in two (2) different age divisions within the league(s).

**A:** Any select team wishing to play in two different age divisions must play at the highest level for both age divisions.

**B:** Recreation teams shall only have up to two (2) players playing at a high level in the OCAC or other baseball/softball organization. (Ex: softball ranking of A, B, or baseball ranking of AA, AAA, Major) as determined by the OCAC board of directors. These players cannot play in an impact position (Pitcher or Catcher). Any recreational team that has three or more high level players on its roster must play in the OCAC competitive division.

**Sec. 4** – Once season play has begun, a player, upon being released from one team, may not play with another team until one (1) league game has elapsed (this does not include games that get rained out, moved, forfeited, or canceled). This does not prevent a player from registering with a new team during stated waiting period. If neither team (originating or destination) has played a league game, there is no one (1) game waiting period. **NOTE:** The 1 game waiver may be waived by the rules committee for reason.

**Sec. 5** - A player is entitled to a free transfer, upon approval of the home association, if the player does not play in a game as required by those rules as set forth in the Playing Rules.

**Sec. 6 - Spring/Summer/Fall Recruiting**

Advertisements for tryouts for the following Spring/Summer season may be placed at any time during the current season. Advertisements are legal all year round.

**Sec. 7** - Any person affiliated with or intending to be affiliated with an associated league team that directly or indirectly recruits a player before the specified dates in section 6, shall be suspended from participating for a period of one (1) year (twelve elapsed months) from the time the incident occurred. This shall also be in effect for recruiting for the current season of play.

**Sec. 8** - Any person affiliated with or intending to be affiliated with an associated league team cannot recruit a player from another team to play on any other team for the purpose of a non-league, a tournament, a practice game, or a practice without written permission from the manager of the team that the player is currently registered on. Without written permission, a manager is suspended for a period of *one* (1) year.

## Rule 6 - Player Requisite Qualifications

**Sec. 1** - No player shall be eligible, without written permission of their local association's board of directors to:

- a) Play a league game if said player shall have received a monetary or other valuable consideration for his/her services rendered previously as a player on a baseball/softball team.
- b) Be a member of a team that receives more than its actual expenses since the opening of the current season.
- c) Receive compensation for his/her services rendered to a team. This shall not operate to prevent suitable prizes or awards being given to players

**Sec. 2** - A player participating in a baseball or softball game played for a monetary consideration, pecuniary stakes, or wages, shall be considered as having personally received a monetary or other valuable consideration. Any violation of the aforementioned shall result in the immediate suspension of said player from participation in all games involving the league(s).

## Rule 7 - Umpiring

**Sec. 1** - A player, manager, coach, or immediate family member thereof, is prohibited from umpiring in any officially scheduled or rescheduled league game in the league in which the team participates, or in any officially scheduled elimination tournament game in which any team of his regular league participates. The penalty shall be an automatic game protest and the game will be rescheduled and replayed in its entirety.

**Sec. 2** - When two umpires are scheduled and only one (1) umpire reports to a game and the home association cannot provide a qualified replacement, each team shall provide a field umpire. If neither umpire reports the home team shall provide the plate umpire and the visiting team shall provide the field umpire. First choice for each team should be an approved umpire of the association, and second choice should be a fan (superseding Part 1, Rule 7, Sec. 1). All umpires should sign the scorecard. If neither team can/will provide an umpire the game shall continue with 1 umpire. The one umpire shall position himself/herself behind home plate.

**Sec. 3** - An umpire has the right to eject a player, manager, coach, fan, or team for the remainder of the current game, when in his/her judgment such party has committed a serious offense against the governing rules. He/she can by written notice to the protest committee recommend that further disciplinary action be taken in the matter.

**Sec. 4** – Umpires will get managers signatures on the game cards at time of ground rules. If there is a disagreement on the score, the league will request of copy of the score book from each manager. A manager has 14 days after the game to report a disagreement in the score.

Upon competition of game umpires are to leave the field immediately.

## Rule 8 - Scheduling and Field Time

**Sec. 1** - Official schedules shall be made available prior to the beginning of the league season, showing the dates, starting times, location, and opposing teams for all league games. The earliest regularly scheduled league game shall not be prior to the *April 1*.

**Sec. 2** - If the game is rescheduled for any reason, the same team shall be the "Home" team for the rescheduled game.

**Sec. 3** - All divisions except, 16 & under, 18 & under may schedule regular league games beginning on April 1. 15, 16 & 18 & under divisions may schedule regular league games beginning on the day established by the Missouri State High School Athletic Association.

**Sec. 4** - For all scheduled/rescheduled league games, where more than *one* (1) umpire is assigned, the umpire-in-chief shall be the home plate umpire. The umpire-in-chief thus determined, shall remain such during the entire game.

**Sec. 5** - All games must start promptly as scheduled. Teams capable of fielding *eight* (8) eligible players must start their game at the scheduled time. Game time shall begin at the end of ground rules. If ground rules are given early, game time shall remain as scheduled unless both teams agree to start early. Should either team not have *eight* (8) players at ground rules, game time shall begin when both teams have at least *eight* (8) players present. Teams may play and finish a game with *eight* (8) players without penalty.

**Sec. 6** - If ground rules are given prior to scheduled game time, game time shall begin then if neither manager objects. If either manager objects then game time shall begin promptly at the scheduled game time. Both Managers must also present a new official Baseball/Softball. The time as ruled by the umpire-in-chief shall be the official time governing the game.

**Sec. 7** - Should either team not be ready to start the game within *fifteen* (15) minutes after the scheduled starting time, the umpire-in-chief shall forfeit the game to the opposing team. Should both teams not be able to field *eight* (8) eligible players after this time limit, each team shall be charged with a loss.

**Sec. 8** - A manager who decides to forfeit prior to game time, shall notify the scheduler for the association, who shall in turn notify the opposing manager. Managers are cautioned to not accept a forfeit unless notified by the association.

**Sec. 9** - An intentional forfeit (*36 hour advance notice to home team's scheduler*) will be rescheduled if the scheduled date is postponed due to field conditions.

**Sec. 10** – See chart at back of rule book for time limits for all games. No inning shall start after with five (5) minutes or less remaining on the clock.

(a) The Official time will be kept with a timer on the field. No new inning will start once the timer goes off.

(b) At the end of the specified curfew, the inning in progress shall be completed and the game shall count as a legal game, regardless of the number of innings played. If the score is tied, each team will receive *one-half* (1/2) win and *one-half* (1/2) loss.

(c) If the curfew has not expired and seven innings have been completed and the score is tied, the game will continue as extra innings. At the end of the curfew specified, the inning in progress shall be completed and the game shall be legal. If the score is still tied, each team will receive *one-half* (1/2) win and *one-half* (1/2) loss.

(d) A new inning begins **IMMEDIATELY AFTER THE FINAL OUT IS RECORDED OF THE PROCEEDING INNING.**

(e) If the preceding game does not end within *ten* (10) minutes prior to the scheduled starting time, the game shall start within *ten* (10) minutes after the end of the preceding game. Under these circumstances, no infield practice will be allowed. Under all other circumstances, all games will start as scheduled, even if infield practice must be shortened or curtailed.

**Sec. 11** - Associations that have a field curfew (such as park or city ordinance) must make the curfew known to both managers prior to the start of the game. Games called because of a field curfew, power failure or darkness shall be considered stopped because of inclement weather and the rules applicable shall apply.

**Sec. 12** - In the event of a postponed or suspended game, the Association's scheduling coordinator will notify both the home team and the visiting team managers and supply them with the rescheduled date as early as possible. If the last game of the season is postponed or suspended it must be replayed within five (5) days of the postponement if it has bearing on the league championship. Both managers must accept that playing date unless they have a previously rescheduled game on that date. Any manager, or managers, bilateral, or unilaterally, playing a league game which has not been scheduled by the home association, shall be charged with a forfeit.

**Sec. 13** - The association may postpone a game due to inclement weather or field conditions prior to the game. In this event, each manager is responsible for signing up to receive notifications or checking the web site to verify if the game is to be played. When games are cancelled and if time permits the league will send emails/text messages to all managers, parents and players provided they have signed up to receive notifications. Due to various reasons, the league is not responsible for emails/text notification not being delivered. Please check web site as a backup.

**(a)** All other games shall be postponed by the umpire-in-chief or the association's board member from the field of play only. Players, managers, and coaches must report to the field of play to receive official confirmation of a game postponed by the umpire-in-chief. Failure to report could result in a team forfeit.

**(b)** It is the managers responsibility to check online schedules or call the office to obtain the reschedule date for the canceled game. This should be done within 1 - 3 days from the cancellation to avoid possible forfeit.

**Sec. 14** –In all divisions of six (6) teams or more if first place is won without a tie and two or more teams are tied for second place, trophies shall be awarded to the first place team and all teams tied for second place.

In divisions where there are 5 or less teams, if first place is won without a tie and two or more are tied for second place, trophies shall be awarded to the first place team only.

## Rule 9 - Conduct

**Sec. 1** - All that is dishonorable unsportsmanlike and unbecoming of a gentleman/woman is condemned at all times during league functions.

**Sec. 2** – Positive chatter is encouraged. Chatter towards the opposing team is prohibited. No verbal or physical noise can be used in an attempt to distract the pitcher or batter. This will be an umpire's discretion call. First offense will result in a team warning. Second offense will result in player ejection.

**(a)** No player, coach or fan shall be allowed to deliberately make a verbal or physical noise to intentionally distract the pitcher, batter or fielder or try to intimidate the opposing team during the game. This shall include yelling for time as the pitcher starts his delivery, fans calling players on the opposing teams by their names during the game, offensive coaches yelling for players to throw the ball to a base during a play in the field or yelling cut, base runners intentionally clapping and kicking dirt when the pitcher begins his or her wind up, etc. All incidents will be documented and brought to the attention of the league conduct committee for discipline review.

**See Part I, Rule 4, Section 2.**

**Sec. 3** - The use of profane or vulgar language by players, managers, coaches, fans, or league officials is prohibited. This restriction applies to the field of play, the player's bench, or anywhere in close proximity to the field of play.

**Sec. 4** - Any player, manager, coach, fan, or team guilty of misconduct, before, during or after a game, shall be ejected (removed from the field of play, dugout, and area surrounding the playing field). Such person or persons may be subject to immediate probation or suspension by the association. The umpire-in-chief will submit a written report of the incident to the association.

A player that has been ejected may be allowed to sit in the bleachers, at the discretion of the umpire. A manager, coach, parent or fan that has been ejected must leave the area and exit to the concession stand until the game is over.

Once ejected from the game, you may not return to the field of play, dugout, or approach the umpire(s) after the game is over. If it is necessary to do this, the ejected person(s) must be accompanied by the board member or field commissioner on duty. Failure to abide by this rule may result in an immediate 2<sup>nd</sup> ejection. Exception: If a player is injured a manager, coach, parent or fan will be allowed back on the field to tend to the injured player.

See Part I, Rule 9, Section 6 for penalties associated with ejections.

**Sec. 5** - Any physical contact or verbal threats of violence against an umpire, fan, manager, player, or coach will result in an automatic ejection from the game and an immediate suspension until such time as determined by the Board of Directors of the association.

**Sec. 6** - Ejection's from game(s) - Any player, manager, or coach that is ejected from a game has the right to a speedy appeal and may stay active in the league until such appeal is heard. Umpire representatives and offending parties are obligated to appear at a hearing to be determined by the conduct committee. Failure to do so by either party will default in favor to other party. All ejections upheld shall receive the following punishment:

**(a)** First Offense – Automatic One Game Suspension  
(player ejections will be reviewed)

**(b)** Second Offense - Automatic suspension until such time as a hearing may be held by the association. This hearing is to take place no more than 10 days after the second offense.

**(c)** Third Offense - Automatically suspended from the league for a period of one (1) year beginning with the date of the third offense. Before being reinstated into the league they must appear before the association's board of directors.

Refer to Part 1, Rule 4, and Section 1 for further suspension information.

Ejection penalties will go into effect January 1 and continue through the fall season. Any player that is ejected from the game shall be called out every time their official at bat comes up in the lineup for the remainder of the game. This must be done before the next batter has had a ball pitched to him or no penalty shall be assessed.

**Sec. 7** - The manager of a team is responsible for the proper conduct of his players, coaches, and spectators of their team. Failure to do so may result in forfeiture of the game. A manager having 3 or more ejections from their team (fans, coaches, players) during a calendar year must appear before the association's board of directors.

**Sec. 8** - Any player, fan, manager, or coach instigating or retaliating in any physical contact (fight) either during a game or on the premises of the ball fields shall:

**(a)** First Offense - Automatically be suspended until such time as a hearing can be held. Player/fan/manager/coach may be suspended for up to the remainder of the calendar year from the league.

**(b)** Second Offense - Automatically be removed from the league until such time as a hearing can be held.

Player/fan/manager/coach may be indefinitely removed from the league.

Any games that the player, manager, or coaches have participated in since the physical contact (fight) and before the hearing has been held shall be forfeited. **NO REFUNDS WILL BE MADE FOR A PLAYER BEING SUSPENDED OR BEING REMOVED FROM THE LEAGUE.** If this occurrence is within the last 2 weeks of the team's season coming to an end, the penalties shall be carried over to the following season. All involved parties are entitled to a timely hearing.

**Sec. 9** - A manager, coach, player, spectator, or other bench personnel shall not:

- (a)** Deliberately / maliciously throw a bat, ball or any other equipment.
- (b)** Call "time" or use any command or commit any act for the purpose of trying to cause the opposing pitcher to balk.
- (c)** Or deliberately/maliciously run into a fielder who has the ball.
- (d)** Use words or acts to incite or try to incite spectators to demonstrate, use profanity, or make remarks that reflect upon opposing players, umpires, or other spectators.

Actions described in (a), (b), (c), (d), shall at the umpire-in-chief's discretion, be cause for ejection from the game and/or the field of play. Failure to comply with the decision shall result in forfeiture of the game by the team in question.

- (e)** Enter the area behind the catcher while the opposing pitcher and catcher are in fielding positions.
- (f)** Use amplifiers or bullhorns on the bench or on the playing field during the course of the game.
- (g)** Have any object in his/her possession while in the coach's box, other than a scorebook that shall be used for score keeping purposes only.

**(h)** Be outside the vicinity of the designated dugout (bench) or bullpen area unless: he/she is a batter, runner, on deck batter, in the coach's box, or one of the players on defense.

**(i)** As a baseman or defensive player, fake a tag upon a base runner without having possession of the baseball. This will result in ejection from the game for the guilty player. A 2<sup>nd</sup> team incident in the same game will result in ejection of Manager.

The action described in (e), (f), (g), (h), (i) is judged by the umpire-in-chief to be of a minor nature, the offender may be issued a verbal warning. If the offense is repeated, ejection from the game and/or playing field will be enforced. Failure to comply with the decision shall result in forfeiture of the game by the team in question. This action shall be interpreted as obstruction and shall be enforced. Repeated violations may result in the ejection of the offender from the game.

**Sec. 10** - The use of intoxicants or tobacco products, in any form, is prohibited from the playing field and/or dugout area by players, coaches, managers, or league officials. Penalty for the first offense will be a warning; ejection will result in a repeat offense.

**Sec. 11** - Any team that refuses to sign a scorecard or give the name of a player/fan/coach when requested by an umpire, shall be guilty of unsportsmanlike conduct and may result in the team's manager receiving a one (1) game suspension for each violation.

**Sec. 12** - Once one or both teams sign a scorecard, the results are considered final. If any team disagrees with the final score, it is their responsibility to protest at the correct time (see Part I,

Rule 10, and Section 3). Under no circumstances should a scorecard be changed by anyone, including the umpires, once it has been signed by one or both teams, without consent of all parties involved. Anyone found guilty of changing, attempting to change, or influencing someone to change, a valid (signed) scorecard, shall be guilty of unsportsmanlike conduct and shall result in an automatic suspension until such time as a hearing may be held by the association.

**Sec. 13** - The OCAC and all participating leagues have adopted the following procedure with regard to disagreements that threaten legal action or that lead to legal action by any of the following, but not limited to, a player, coach, team or related person against any affiliated person, director, park, umpire or facility of the OCAC and/or participating leagues. Any participant, team, coach, sponsor, or any other party who threatens in writing, through legal counsel, or otherwise to take legal action against the OCAC and/or participating leagues, files a legal action against the OCAC and/or participating leagues or has a lawyer contact the OCAC and/or participating leagues verbally regarding a dispute will automatically and immediately be suspended from all OCAC and/or participating leagues activities until the legal discussions are concluded to the satisfaction of the OCAC and/or participating leagues. Additionally, if legal action is filed against OCAC and/or participating leagues, or an OCAC and/or participating leagues affiliated person, park, or facility by any participant, team, coach or any other person, the person filing the action, the person's team (if a player or coach), and each of its members may be suspended from any and all OCAC and/or participating leagues events until the legal actions are resolved to the satisfaction of the OCAC and/or participating leagues.

**Sec. 14** - Approaching an umpire before or after a game to offer unsportsmanlike comments or to argue about calls, etc. made during that game or any previous game is not allowed. Any person who does this is at risk of being ejected, suspended and / or having the police called to have them removed for their unsportsmanlike behavior. This applies even if the game has not started or the game is over.

## Rule 10 - Protest Procedures

**Sec. 1** - A valid protest can only be made on rules violation or player eligibility. Umpires judgment calls are not considered valid protests.

**Sec. 2** - A team manager shall be obligated to secure a copy of the Official Baseball Rules or Official Softball Rules and the official rules as set forth by the rules committee. He/she shall acquaint her/his players and coaches with the contents of both rulebooks.

**Sec. 3** - Whenever an alleged rules violation occurs during the progress of an official or rescheduled game during the regular season, the manager, or designated manager for that game wishing to register a protest must ask for "**Time**" and immediately notify the umpire-in-chief and the manager of the opposing team that the game is being continued "under protest". This will enable all interested parties to take notice of the exact conditions prevailing at the time and will aid in proper determination of the issue. If the protest is on the final play of the game, you must announce your intent to protest before the umpires leave the field. Failure of the protesting manager or designated manager to comply with this section will nullify and render void any future protest regarding this alleged violation of the playing rules.

**Sec. 4** - In the event a protest is withdrawn at the games end, the umpire-in-chief shall be so informed by the manager or coach who made the protest. This action shall nullify and render void any future protest of this game, regarding this alleged violation of playing rules.

**Sec. 5** - In the event a protest is not withdrawn, it shall then become the obligation of all umpires working the game to file a written report of the incident causing the protest to the association Chief Umpire within *seventy-two (72)* hours following the end of the game in which the alleged violation occurred. It shall also become the obligation of the protesting manager or coach to file a written report on an official protest form (supplied by each the association) of the incident causing the protest to the association within *seventy-two (72)* hours following the end of the game in which the alleged violation occurred. A protest fee of \$100.00 and a copy of the protesting team's score sheet for the protested game must accompany the completed protest form. In the event a protest is disallowed, the protest fee may not be refunded. In the event a protest is upheld, the protest fee will be refunded. All non-refunded protest fees involving divisions with teams from multiple associations will be divided equally between all associations.

**Sec. 6** - The Protest Committee shall consist of protest coordinators from the league. The protest committee's rulings are final and there is no appeal process.

**Sec. 7** - The protest committee, upon receiving the protest and written reports, shall notify both managers in one (1) week as to the status of their protest if a decision has not been rendered. Once a decision is rendered, both managers will be notified in writing of the outcome.

**Sec. 8** – If the protest is won the protest fee will be refunded and the game will be played from the time of the protest on. Players can only be added that were not in attendance at the original game by an agreement from both coaches. If agreeable these players will be added to the bottom of the batting order. Players at the original game but not present for the finish of the protest game will be scratched from the batting order. If a pitcher has not already pitched their inning limit during the original game, they may pitch in the finish of the game up to their inning limit. If the protest is lost, the \$100.00 protest fee will not be returned.

**Sec. 9** - Any player, manager, coach, or team in violation of any rule heretofore or rulings made by the Protest Committee, shall be liable to probation or suspension from the League. It shall be the responsibility of the Protest Committee to notify the team as to game forfeitures, probation, or suspension.

## Part II - Playing Rules

### Rule 1 - Softball/Baseball Participation

**Sec. 1** – Each player must have played at least one (1) inning of defense by the completion of the third inning and must be permitted to play a minimum of *three* (3) defensive innings in every scheduled and/or rescheduled league game of her/his team, except in the following instances:

**(a)** The player must be available, able, and willing to play and the manager does not have just cause for withholding the player from the game. If a player is present at the game and will not play, the umpire-in-chief must be notified prior to the start of the game as to the reason. The umpire-in-chief shall notify the opposing manager. This player may then enter the game only at the discretion of the umpire-in-chief to replace an injured player provided all other eligible players have previously entered the game at that point.

**(b)** A player is ejected from the game or removed from the game due to injury.

**(c)** The game is terminated before the full seven innings are completed.

Failure to do so may result in disciplinary action against the manager.

**Sec. 2** - Teams in all divisions shall be required to bat their entire roster of eligible players. Each team shall supply the home plate umpire with a new ball and lineup card at ground rules. Managers shall also supply the opposing team with a lineup card at ground rules. The batting order shall not be changed during a game except that an injured player or a player ejected by the umpire shall be removed. Players listed on the lineup card at ground rules that are not present may be ruled ineligible for play by the umpire. Any player arriving any time after the start of the game shall automatically be placed at the bottom of the batting line up with the exception of a protest game. **See Part 1, Rule 10, Sec. 8** Any added player must complete one at bat before being allowed to play a defensive position even if the team has already batted around the entire roster.

**Sec. 3** - Completed line up sheets with first names, last names and numbers must be supplied by both teams at ground rules to play. Refusal will result in an automatic ejection of manager. Failure to comply with in 15 minutes of game time will result in automatic game forfeiture.

**Sec. 4** - A player that misses an official time at bat due to any circumstances is out of the game. (This does not include batting out of order.) The umpire will record the players name on the scorecard. In the event a player is injured or becomes ill during an official at bat and cannot complete her/his at bat, said player may be replaced by the player who made the last out. The replacement batter assumes the ill/injured batters current ball and strike count. A player that is removed from the game for any reason, other than ejection, is not out at their next at bat, they should just be removed from the lineup.

**Sec. 5** - Any player that is ejected from the game shall be called out every time their official at bat comes up in the lineup for the remainder of the game. This must be done before the next batter has had a ball pitched to him/her or no penalty shall be assessed.

**Sec. 6** - The opposing team scorekeeper shall be immediately notified of all withdrawals and additions to the batting order and all changes at the position of pitcher.

**Sec. 7** - The home team scorekeeper shall be the official scorekeeper.

**Sec. 8** - In the event of a suspended game, any players not at the completion of the game shall be removed from the batting order and all players not at the first part of the game shall be added at the end of the batting order. All rules relating to pitchers shall carry over from the first part of the game to the completion of the game.

**Sec. 9** - Offensive substitution for an injured runner may be made by replacing the injured player with the player who made the last out. Any player removed for a pinch runner/batter as a result of an injury or illness may not reenter the game until his/her next official time at bat. This will constitute a player not being available to play for **Part II Rule I Sec. 1**.

**Sec. 10** - All players must wear numbers on the back of their uniforms. This number must be a minimum of *six* (6) inches from top to bottom. Each player on the team must have a unique number and this number must be listed on the batting order presented to the opposing team. Any player found in violation will be given the opportunity to “tape” or “write” a number on the back of said players shirt before he/she takes the field or his/her first at bat. Players not conforming to this rule will be ruled ineligible to participate in said game. No out shall be given for this player.

**Sec. 11** - Any person with an active flow of blood shall leave the field of play and take necessary measures to stop the flow of blood and have the wound properly covered prior to being allowed back into the field of play.

**(a)** If after a reasonable amount of time, at the umpire’s discretion, the flow of blood is still present, then the person shall be removed from the game until the blood flow has been stopped and the wound properly dressed. The player shall be removed as an injured player and any rules that are applicable shall be applied.

**(b)** Further, there shall not be any apparent blood staining allowed on the uniform (hat, pants, shirt, socks, and shoes). The blood stained clothing shall be changed or disinfected if unable to be changed. Compliance with the "Uniform Rule" shall be void for the remainder of the game for said player. The shirt need not be numbered.

**(c)** It shall be the coaches, managers, and parent's responsibility to seek the appropriate actions necessary to follow these stated guidelines. These guidelines are set forth as minimum precautions and actions need not be limited to only these if the situation warrants.

**Sec. 12** - No jewelry such as, but not limited to, rings, necklaces, ankle bracelets, wrist bracelets, earrings, shall be allowed on any player participating in a game. Any jewelry that may not be removed must be covered by tape or a Band-Aid. If a player plays with visible jewelry, the opposing coach shall wait for a stoppage in play and bring the infraction to the attention of the umpire in chief for the game. If proven true, then the player shall be removed from the game for the completion of the inning. If this would be the pitcher he/she would be removed for the remainder of the game as per our rule governing pitchers of record. If the batter is shown to be wearing visible jewelry, he shall be declared out if the opposing coach challenges the player after he has achieved an official at bat.

**Sec. 13** - Games in all divisions 12u and below shall be *six* (6) innings in length. Games in all divisions 13u and up shall be *seven* (7) innings in length. Any reference in the Official Baseball Rules to "ninth inning" shall apply to the "sixth or seventh inning".

**Sec. 14** - During the progress of any league game the umpire shall terminate the game if:

**(a)** Any team, after *three* (3) innings have been played, is leading by *fifteen* (15) or more runs at the end of any complete inning;

**(b)** Any team after *four* (4) or more innings have been played is leading by *ten* (10) or more runs at the end of any complete inning;

**(c)** Any team, after *five* (5) or more innings have been played, is leading by *eight* (8) or more runs at the end of any complete inning;

**(d)** Either team is up by 8 runs after the time limit is up.

**(e)** The game is called because of inclement weather or darkness, any game shall be official, providing that;

**(1)** In any 12u and below division three (3) or more innings have been played or the home team is ahead and *two and one half* (2 1/2) innings have been completed. If the home team is behind or tied without completing their time at bat the score reverts back to the score at the end of the last completed inning. If the game was not an official game it will start over from the beginning.

**(2)** In any 13u and above division four (4) or more innings have been played or the home team is ahead and *three and one half* (3 1/2) innings have been completed. If the home team is behind or tied without completing their time at bat the score reverts back to the score at the end of the last completed inning. If the game was not an official game it will start over from the beginning.

**(3)** In any 2-hour game, 90 minutes or more have been played. If the home team is behind or tied without completing their time at bat the score reverts back to the score at the end of the last completed inning. If the game was not an official game it will start over from the beginning.

**(4)** In any 1:45 hour game, 75 minutes or more have been played. If the home team is behind or tied without completing their time at bat the score reverts back to the score at the end of the last completed inning. If the game was not an official game it will start over from the beginning.

**(5)** In any 1:30 hour game, 60 minutes or more have been played. If the home team is behind or tied without completing their time at bat the score reverts back to the score at the end of the last completed inning. If the game was not an official game it will start over from the beginning.

**(f)** The 5-minute timer has gone off and the losing team cannot score enough runs to tie or win the game due to an imposed run limit. However the current batter at the plate will be allowed to finish his/her at bat. (i.e. Striking out or achieving first base etc...) Any runs that may have scored as a result of that at bat will not count.

**Sec. 15** - In all divisions, baseball and softball, except for 6U, 7U, 8U & 9U, the umpire shall no longer automatically call a player out for a missed base. Failure to touch a base (advancing or returning) the runner may be called out if the defensive team makes an appeal. The defense may appeal during a live or dead ball, immediately following the play and before the next pitch, legal or illegal.

Any defensive player may make a live ball appeal with the ball in his possession by tagging the runner if he is still on the field of play or by touching the base that was missed. (Coaches may not make a live ball appeal) A dead ball appeal may be made once all runners have completed their advancement and time has been called. A coach or any defensive player, with or without the ball may make a verbal appeal on a runner missing a base. The administering umpire should then make a decision on the play.

A runner may not return to touch a base if:

- (a)** They have reached a base beyond the base missed and the ball becomes dead,
- (b)** They have left the field of play or,
- (c)** A following runner has scored.

Runners may advance during a live ball appeal play. If a time out is requested for an appeal, the umpire should grant it, and runners may not advance until the ball becomes live again.

Appeals must be made:

- (a) Before the next legal or illegal pitch,
- (b) At the end of an inning, before the pitcher and all infielders have left fair territory,
- (c) On the last play of the game an appeal can be made until the umpires leave the field of play.

**Sec. 16** - The offense is only allowed one charged conference per inning. Any coach who continues to call time out after his/her one offensive conference shall be removed from the coaching field for the remainder of the inning. If this behavior continues the coach will be removed for the remainder of the game and be referred to the discipline guidelines. See Page 6 Section 2.

**Sec. 17** - Shoes with metal spikes or metal cleats to be worn by any players are strictly prohibited except for 13U-18U baseball players. If a player is in violation, he/she will be ejected from the game. Also, if he/she is an offensive player at the time of the violation, the player is "out" and no one may advance due to his time at bat.

**Sec. 18** - Players in all divisions must wear helmets with protective ear flaps while being on deck, taking their turn at bat, while running the bases and while coaching any base. If a player accidentally loses his head protection while running the bases, he need not retrieve it until the play is complete. Any player intentionally removing their helmet while still on the playing field will be penalized as follows:

**First Offense** - warning (only *two* (2) warnings/team)

**Second Offense** - Player may be ejected for the remainder of the game.

**Sec. 19** – A pitcher’s glove is legal as long as it does not have any white or gray leather or lacing on it.

**Sec. 20** A team in any division must start a game if *eight* (8) players are present. If a player must be removed from the lineup after the start of the game, the game shall continue unless the team has less than *eight* (8) players, in which case the team must forfeit the game.

**Sec. 21** - There is no mandatory slide rule.

**(a)** If a base runner approaches a base, and the fielder covering that base has the ball, or is in the act of catching the ball, the base runner must seek to avoid contact and may do so by going around, sliding, giving himself/herself up as an out, or returning to the previous base. Attempting to jump, leap, dive, or hurdle over a defensive player is not an act of avoiding contact, is not allowed, and shall result in the player being called out; the ball is dead, and all other runners will return to their previously touched base. If the umpire deems the collision malicious, the base runner shall be ejected from the game. If the umpire deems necessary he may also eject the base runner's manager. No base runner shall maliciously run into, or collide with, any fielder.

**(b)** If runner chooses to slide, the runner must slide on the ground before the base and in a direct line between the two bases. It is permissible for the slider's momentum to carry him/herself through the base in the baseline extended.

**Exception** – A runner need not slide directly into a base as long as the runner slides or runs in a direction away from the fielder to avoid making contact or altering the play of the fielder. Interference shall not be called.

1. *“On the ground”* means either a head-first slide or a slide with one leg and buttock on the ground before the base.
2. *“Directly into a base”* means the runners entire body (feet, legs, trunk and arms) must stay in a straight line between the bases.

**(c)** Contact with a fielder is legal and interference shall not be called if the runner makes a legal slide directly to the base and in the baseline extended. A.R. – If contact occurs on top of the base as a result of a “pop-up” slide, this contact is legal.

**(d)** Actions by a runner are illegal and interference shall be call if:

1. The runner slides or runs out of the base line in the direction of the fielder and alters the play of a fielder (with or without contact).
2. The runner uses a rolling or cross-body slide and either makes contact with or alters the play of a fielder.
3. The runner’s raised leg makes contact higher than the fielder’s knee when in a standing position.
4. The runner slashes or kicks the fielder with either leg.
5. The runner illegally slides toward or contacts the fielder even if the fielder makes no attempt to throw to complete a play.

**Sec. 22** - At any time the offensive team's pitcher or catcher of record from the previous inning is on base, the manager of the team at bat has the option of substituting a courtesy runner for the pitcher or catcher. If the pitcher and catcher are both on base, the manager may choose a courtesy runner for only one of them. This is allowed only once per half inning, for the pitcher or catcher, but not both. The courtesy runner must be the player who made the last out. If the player who made the last out is not available to run, no courtesy runner is to be allowed. If a pitcher and catcher bat in the same inning twice the courtesy runner will

need to be used for the same player in the inning. A coach may not switch during an inning.

**Sec. 23** - Line up cards are to be filled out completely with players first and last names and numbers (no nicknames) and turned in to the umpires at ground rules.

**Sec. 24** – If, during the course of any game, the base distance or pitching distance is found to be in error, the error should be corrected at the end of the completed inning and the game should continue. **THIS IS NOT A POINT TO BE PROTESTED**

**Sec. 25 – (a)** A new pitcher will be allowed eight (8) warm up pitches from the pitching rubber the first inning they pitch. Five (5) warm up pitches will be allowed each additional inning or an allotted maximum time of 2 minutes between innings, whichever comes first. The intent of this rule is to have coaches hustling their players off and onto the field.

**(b)** Batters are not allowed to take warm up swings on the opposing side of the field.

**(c)** All offensive and defensive players shall warm up on their designated half of the field or in front of their dugout only prior to the start of the game. There will be no full infield practice taken from home plate allowed.

**(d)** No pitchers are allowed to warm up from the pitching rubber prior to the start of the game.

\*Failure to comply with **(c)**, **(d)** if discovered by the umpires will result in an automatic charged conference to the starting pitcher of the offending team.

## Rule 2 - Uniforms

**Sec. 1** - Team uniforms shall be of a consistent color and likeness.

**Sec. 2** - All players on a team shall wear uniforms identical in color, trim and style and all players' uniforms shall include minimal six inch numbers on their backs.

**Sec. 3** - All players shall have the same color hats, uniforms shirts, pants, socks, undershirts.

**Sec. 4** - **Any** part of an undershirt exposed to view shall be of a uniform "solid color" for all players on a team

**Sec. 5** - No player whose uniform does not conform to that of his teammates, shall not be permitted to participate in a game. Exception can be made if opposing team and umpires agree to allow. Fall ball is excluded.

**Sec. 6** - Sleeve lengths may vary for individual players, but the sleeves of each individual player shall be approximately the same length. .

- a. No uniform shirt if colored white/light gray shall extend beyond the elbow
- b. No pitchers will be allowed to wear white/light gray long-sleeved undershirts.
- c. No player shall wear ragged, frayed or slit sleeves.
- d. No player shall attach to his uniform tape or other material of a different color from his uniform.
- e. No part of the uniform shall include a pattern that imitates or suggests the shape of a baseball.
- f. Glass buttons and polished metal shall not be used on a uniform.
- g. No player shall attach anything to the heel or toe of his shoe other than the ordinary shoe plate or toe plate. Shoes with pointed spikes similar to golf or track shoes shall not be worn.

**Sec. 7** - However, if the uniform is a vest type uniform, then a white or gray undershirt may be worn as referenced above.

**Exception:** Rule I, Section 10, B:.

**Sec. 8** – All softball players both recreational and select shall be required to wear approved face protection with helmets.

## Rule 3 - Baseball

**Sec. 1** - All games are governed by the Official Baseball Rules as compiled and adopted by the Major League Commissioner of Baseball, except where such rules are at variance with any rule as set forth by the league Rules Committee.

**Sec. 2** - The baseballs to be used in league games will be those selected by the Board of Directors of the league prior to the start of the playing season.

**Sec. 3** – Each team shall provide a new baseball and the beginning of each game. The home team shall provide the third ball which should be in like new condition. The visiting team shall provide the fourth ball which should be in like new condition and they should continue to alternate as needs. Any team that does not provide a new game ball will consider this there 1<sup>st</sup> game warning and that team loses the right to protest / argue any calls for that game. (see Part I rule 8 section 6)

**Sec. 4** - The pitching distances and the distances between bases for all divisions are as follows:

<b><i>Division</i></b>	<b><i>Pitch</i></b>	<b><i>Base</i></b>
<i>8U</i>	40 ft.	60 ft.
<i>9U</i>	40 ft.	60 ft.
<i>10U</i>	45 ft.	65 ft.
<i>11U</i>	50 ft.	70 ft.
<i>12U</i>	50 ft.	70 ft.
<i>13U</i>	54 ft.	80 ft.
<i>14U</i>	60.5 ft.	90 ft.
<i>15U</i>	60.5 ft.	90 ft.
<i>16U-18U</i>	60.5 ft.	90 ft.

**Sec. 5** – Free defensive substitution shall prevail in all divisions, except as restricted at the pitcher’s position by any governing rules of the league. A player may be removed from a defensive position at any time and may reenter the game at that position or any other position except pitcher at any time and as often as desired.

**Sec. 6** - In all divisions, once removed from pitching, (even if the pitcher remains on the field in another position) a player may not return to pitch in the same game. However, the player may remain in the game at any other position. Should a manager and/or coach make *two* (2) trips to the mound, within the same inning, to the same pitcher, that pitcher must be removed from pitching. A manager, coach or representative may only make a combined total of *three* (3) trips to the mound in any inning. After the *third* (3rd) trip, changes must be made from the bench.

**Sec. 7** - In all **9U** Divisions games, the following shall apply:

**(a)** Whenever a third strike is not legally caught by the catcher, the batter shall be declared automatically "out"

**(b)** The "Infield Fly Rule" shall not apply

**(c)** A player shall not be permitted to pitch more than three (3) consecutive innings in one game nor more than five (5) innings in three (3) consecutive days of league play. Any violation of this rule will result in a forfeiture of the game. Coaches are responsible for their players and should track their pitchers innings.

**(d)** A 9in size baseball will be used.

**(e)** An automatic out is to be called by the umpire if she/he views a base runner missing a base, upon the runner reaching the next base or after the runner has left the playing field.

**(f) 9U Division Only**

**(1)** The base runner must hold his/her base until the ball is released from the pitchers hand. A base runner may not score on a passed ball, wild pitch, or dropped strike. They may however advance and score when a play is being made on them only.

**Penalty for violation:**

First offense - considered a warning

Second offense - runner is declared "out"

**Sec. 8** - In all **10U & 11U** Division games, the following shall apply:

**(a)** Each pitcher shall be given one warning on a balk call. If the pitched ball is put in play by the batter, the offensive team has the option of taking the play as it stands or accepting the balk warning. If they choose to accept the balk warning, no penalty shall be assessed, no runner may advance, and no out shall occur. All subsequent balk calls on that pitcher shall be enforced.

**(b)** A player shall not be permitted to pitch more than four (4) consecutive innings in one game nor more than six (6) innings in three (3) consecutive days of league play. Any violation of this rule will result in a forfeiture of the game. Coaches are responsible for their players and should track their pitchers innings.

**Sec. 9** - In all **12U & 13U** division Games:

**(a)** A player shall not be permitted to pitch more than five (5) consecutive innings in one game nor more than seven (7) innings in three (3) consecutive days of league play. Any violation of this rule will result in a forfeiture of the game. Coaches are responsible for their players and should track their pitchers innings.

**Sec. 10** - In all **14U thru 18U** Division games,

(a) A player shall not be permitted to pitch more than seven (7) consecutive innings in one game nor more than ten (10) innings in three (3) consecutive days of league play. Any violation of this rule will result in a forfeiture of the game. Coaches are responsible for their players and should track their pitchers innings.

**Sec. 11** - Catchers in all divisions must wear helmets, facemasks, throat protectors, body protectors, shin guards, and protective cups. Catcher facemasks must be worn by all players who warm up the pitcher.

**Sec. 12** – Aluminum and wood bats are permitted in all divisions. Any bat clearly marked for softball or tee-ball is prohibited except in the **6U thru 8U** coach pitch division where tee-ball bats will be allowed. **14U** may not use a bat higher than a -5, **15U thru 18U** players follow current **MSHSAA** bat rules.

**Penalty for violation:**

If a batter enters the batter's box with an illegal bat or is discovered having used an illegal bat and the infraction is detected before the next legal or illegal pitch, the batter shall be called out. All other runners must return to the base occupied at the time of the pitch, unless they were put out on the play.

## Rule 4 – Softball

**Sec. 1** - All games are governed by the Official Softball Rules, as compiled and adopted by the National Softball Association, except where such rules are at variance with any rule as set forth by the league Rules Committee. All Double Header Softball see N.S.A. Rule book.

**Sec. 2** – A double safety base will be used at first (1<sup>st</sup>) base for all girls' games. If the first play is at first base, either from the infield or outfield, a runner will be called out for touching the inside base. If the play is elsewhere, the inside base may be tagged in a continuation toward second (2<sup>nd</sup>) base. The runner running toward first (1<sup>st</sup>) base may cross over to the inside bag to avoid a collision if a wild throw occurs. The inside bag will be used by the batter/runner if attempting to get back to first (1<sup>st</sup>) base. The orange base may be used for attaining first (1<sup>st</sup>) base only. Once you have attained first base you must use the inside base or you will be called out.

**Sec. 3** - The softballs to be used in league games will be those selected by the Board of Directors prior to the start of the playing season.

**Sec. 4** - Two Softballs of which at least one must be new will be used in all league games. All Softballs shall be furnished by the association.

**Sec. 5** - The pitching distances and the distances between bases for all divisions are as follows:

<b>Division</b>	<b>Pitch</b>	<b>Base</b>
8 & <i>Under</i>	Check with assoc.	Check with assoc.
10 & <i>Under</i>	35 ft.	60 ft.
12 & Under	40 ft.	60 ft.
14 & Under	43 ft.	60 ft.
16 & Under	43 ft.	60 ft.
18 & Under	43 ft.	60 ft.

**Sec. 6** - When pitching, the delivery of the softball shall be with a forward motion. No stepping behind the pitching rubber is permitted.

**Sec. 7** - Should a manager and/or coach make *two* (2) trips to the mound, within the same inning, to the same pitcher, that pitcher must be removed from pitching for the remainder of the game, unless that pitcher was your starting pitcher. The starting pitcher may reenter the pitching position *one* (1) time during the game. A manager, coach or representative may only make a combined total of *three* (3) trips to the mound in any inning. After the *third* (3rd) trip, changes must be made from the bench.

**Sec. 8** – Free defensive substitution shall prevail in all divisions, except as restricted at the pitcher’s position by any governing rules of the league. A player may be removed from a defensive position at any time and may reenter the game at that position or any other position.

**Sec. 9** - In all 8 & under games, the following shall apply:

**(a)** No base stealing is allowed. Base runners must hold the base until the ball is hit or the runner is forced to advance. Penalty - runner is out.

**(b)** Whenever a third strike is not legally caught by the catcher, the batter shall be declared automatically "out" and base runners may not advance.

**(c)** The infield fly rule is not in effect

**(d)** We will use pitching machines for 8U softball.

**(e)** When a batted ball is returned to the infield runners may not advance past the base they are running to.

**(f)** Tee-ball bats are allowed for this level of play, only.

**(g)** A machine ball will be used.

**(h)** There is free substitution in all positions and you bat the entire roster.

**(i)** 10 fielders are to be used.

**(j)** No lead off or base stealing is allowed. Base runners must hold the base until the ball is hit or the runner is forced to advance. Penalty for violation - the runner is declared "out".

**\*\* (k)** An automatic out is to be called by the umpire if she/he views a base runner missing a base, upon the runner reaching the next base or after the runner has left the playing field.

**Sec. 10** - In all 10 & under games, the following shall apply:

**(a)** Whenever a third strike is not legally caught by the catcher, the batter shall be declared automatically "out" and base runners may not advance.

**(b)** A player shall not be permitted to pitch more than four (4) consecutive innings in one game. One pitch constitutes an inning.

**(c)** An illegal pitch may be announced but no penalty assessed, no runners advance, and no outs shall occur. If called, the umpire must indicate to the offender the purpose of the call.

**(d)** An 11-inch softball is to be used.

**(e)** Free substitution in all positions except the pitcher and you bat the roster.

**(f)** 9 fielders are to be used.

**(g)** Stealing is allowed and runners must remain on the base until the ball is released from the pitchers hand. A base runner may not score on a passed ball, wild pitch, or dropped strike. They may however advance and score when a play is being made on them only.

**(h)** Pitcher may not pitch more than four (4) total inning in one (1) game. The **starting pitcher** may reenter the game as pitcher one time.

**(i)** The infield fly rule is not in effect.

**\*\* (j)** An automatic out is to be called by the umpire if she/he views a base runner missing a base, upon the runner reaching the next base or after the runner has left the playing field.

**Sec. 11** - In all 12 & under games, the following shall apply:

**(a)** If the third (3rd) strike is not legally caught, the batter/runner must be thrown out or tagged out.

**(b)** Free substitution is allowed in all positions except the pitcher and you are to bat the roster.

**(c)** A pitcher may pitch a total of 5 innings per game. The **starting pitcher** may reenter the pitching position one (1) time during the game.

**(d) Each** pitcher shall be given one warning on an illegal pitch. No penalty shall be assessed, no runner may advance, and no out shall occur. All subsequent illegal pitch calls on that pitcher shall be enforced.

**(e)** A 12-inch softball is to be used.

**(f)** 9 fielders are allowed.

**(g)** Stealing is allowed after the ball is released from the pitchers hand.

**Sec. 12** - In all 14 & under, 16 & under, and 18 & under games the following shall apply:

(a) There is no limit to the number of innings per game pitched by a player. The starting pitcher may reenter the game as pitcher one time after being removed.

(b) A 12-inch softball will be used.

(c) Free substitution is allowed in all positions except the pitcher and you are to bat the roster.

(d) 9 fielders are to be used.

**Sec. 13** - Catchers in all divisions must wear helmets, facemasks, throat protectors, body protectors, and shin guards. Catcher facemasks must be worn by all players who warm up the pitcher.

**Sec. 14** – Aluminum and wood bats are permitted in all divisions. All bats must be marked "Official Softball" by the manufacturer to be legal. 7U and 8U divisions may use "T-ball" bats.

**Penalty for violation:**

If a batter enters the batter's box with an illegal bat or is discovered having used an illegal bat and the infraction is detected before the next legal or illegal pitch, the batter shall be called out. All other runners must return to the base occupied at the time of the pitch, unless they were put out on the play.

Division	Pitching	Bases	Drop 3rd	Base	Balk /	Lead Off	No. of	Time	Run	Pitch	Bat	Ball
Baseball			Strike	Stealing	No Pitch		Innings	Limit	Limit	Limit	Size	Size
<b>5u-6u</b>	Coach	50	N/A	No	N/A	No	5	1 hr	5	N/A	Tee	9
<b>7u</b>	Machine	55	N/A	No	N/A	No	5	1 hr	5	N/A	*1	9
<b>8u</b>	Machine	60	N/A	No	No	No	6	1hr30min	5	N/A	*1	9
<b>9u</b>	40	60	N/A	Rule 3, Sec 7, Sub g		No	6	1hr 30min	5	3	N/A	9
<b>10u</b>	45	65	Yes	Yes	1 Warning	Yes	6	1hr 30min	5	4	N/A	9
<b>11u</b>	50	70	Yes	Yes	1 Warning	Yes	6	1hr 45min	6	4	N/A	9
<b>12u</b>	50	70	Yes	Yes	Yes	Yes	6	1hr 45min	6	5	N/A	9
<b>13u</b>	54	80	Yes	Yes	Yes	Yes	7	1hr 45min	7	5	N/A	9
<b>14u</b>	60.5	90	Yes	Yes	Yes	Yes	7	1hr 45min	7	0	-5	9
<b>JV</b>	60.5	90	Yes	Yes	Yes	Yes	7	1hr 45min	7	0	*2	9
<b>Varsity</b>	60.5	90	Yes	Yes	Yes	Yes	7	1hr 45min	7	0	*2	9
<b>Division Softball</b>												
<b>5u-6u</b>	Coach	50	N/A	No	N/A	No	5	1hr	5	N/A	N/A	10
<b>7u-8u</b>	Machine	55	N/A	No	N/A	No	5	1 hr	5	N/A	N/A	Machine
<b>10u</b>	35	60	No	Rule 4, Sec 10, Sub g		Yes	6	1hr 30min	5	4		11
<b>12u</b>	40	60	Yes	Yes	Yes	No	6	1hr 45min	6	5		12
<b>14u</b>	43	60	Yes	Yes	Yes	No	7	1hr 45min	6	0		12
<b>16u</b>	43	60	Yes	Yes	Yes	No	7	1hr 45min	0	0		12
<b>18u</b>	43	60	Yes	Yes	Yes	No	7	1hr 45min	0	0		12

\*1 - No Composite Bats will be allowed. One piece Aluminum or Wooden bats only.

\*2 - Follow current MSHSAA bat rules.