



Oaks Dads' Club

Baseball Rules and Guidelines



As adopted and approved for use by the ODC Baseball Board of Directors

Oaks Dads' Club Baseball League

Playing Rules for All Divisions

Mission Statement: The mission of Oaks Dads' Club shall be to stimulate, promote and foster activities designed to provide a richer and more wholesome life for the young people of the area.

Article I: Official Rules

- A. These are the Official Rules of the Oaks Dads' Club Baseball Program. If a rule is not contained herein, the regulation and playing rules used by Perfect Game Tournaments (which are themselves supplemented by the MLB rulebook) for the current year will be followed, and all provisions contained therein shall be in full force and affect the same as if repeated herein.
- B. In the event of a conflict (e.g., pitch count rules) these ODC Baseball Official Rules prevail. Moreover, in the event Perfect Game ever uses more than one set of rules for the applicable age group (e.g., one for tournaments and one for league play such as a double-header league), the ODC Baseball Board will determine which set of rules will apply and that determination shall be final. A reference copy of the selected set shall be made available via the ODC Baseball Website.
- C. Any person who is a member in good standing with the ODC Baseball League may petition the ODC Baseball Board in writing to resolve any conflict concerning the application and interpretation of these rules. All resulting decisions by the ODC Baseball Board will be final.
- D. Any adult or child involved in physical violence on ODC property will be automatically removed for the remainder of the season. Any adult or child involved in verbal violence on ODC property will be automatically suspended for a two (2) game period, with the understanding that if it occurs again, they will be removed for the remainder of the season.
- E. Any manager, coach or player that fails to comply with policies herein shall be subject to either forfeit his/her eligibility to participate in the ODC Baseball program or accept such penalty as deemed proper by the ODC Baseball Board within their rules.
- F. If a Manager, Coach or Player is ejected from a game, they must serve a minimum of one (1) game suspension and must appear before the ODC Baseball Board before returning to their next game. They may also appear before an emergency disciplinary committee. The committee shall consist of at least five (5) board members as approved by the ODC Baseball Board President.
- G. A suspended Manager, Player, or Parent shall not appear on ODC property during their suspension. Together with the Director on Duty, Umpires will have discretion to declare a game forfeit if a suspension is not observed.

Article II: Divisions

A. Players are assigned to divisions based on their "Playing Age", which is their age on April 30th of the current year for the Spring season. For the Fall season it's April 30th of the following year.

<i>Division</i>	<i>Playing Age</i>
Little Sluggers	4U (4 & Under)
TeeBall	5U and 6U
PeeWee	7U and 8U
Minors	9U and 10U
Majors	11U and 12U
Pony	13U, 14U, and 15U

B. The ODC Baseball Board shall elect a Division Director for each of the divisions from Board Members in good standing provided they do not have a child in the division.

C. Division Directors shall be responsible for the operation of the program within the division and shall have the necessary authority to execute his/her responsibilities and duties.

Article III: Managers

A. The ODC Baseball Board shall make known the need for team Managers (Head Coaches). Applications for coaching shall be submitted for approval by Baseball President and Division Director.

B. Managers approved by the ODC Baseball Board shall submit the names of his/her assistant coaches within seven (7) days after the first eligible practice to the ODC Baseball Board for their approval.

C. The ODC Baseball Board of Directors may remove a manager or assistant coach. A Division Director may remove any manager in his/her division with the approval of the ODC Baseball Board.

D. If a parent deems a manager or assistant coach unfit, they have the right to petition the ODC Baseball Board to have that manager or assistant coach removed.

E. Managers are responsible for their fans, players and assistant coaches. Inappropriate behavior will be subject to a warning to the manager by the umpire. If the behavior persists following the umpire's warning, the umpire may eject the fan, player, coach and/or manager exhibiting the behavior and/or assign the team an out or loss of a run. Depending upon the nature and severity of the initial inappropriate behavior, the umpire may, at his/her discretion, assign an immediate ejection or penalty without first issuing a warning. If the inappropriate behavior continues following an initial ejection or penalty, the umpire may eject the team manager.

Article IV: Tryouts (Spring Season Only)

A. Tryouts will be held at Oaks Dads' Club at times designated by the ODC Baseball Board.

B. In the event of postponement due to weather conditions, the League Player Agent will reschedule tryouts to assure a minimum of one (1) tryout per Division unless amended by the ODC Baseball Board.

C. Tryouts will be conducted under the supervision of the League Player Agent and/or Division Directors.

- D. Tryouts for different divisions shall not be scheduled to take place during the same time slot.
- E. Any player that does not complete all required tryout drills shall forfeit his/her eligibility for the draft. Players ineligible for the draft shall be placed in a pool and assigned to teams only after all eligible players have been drafted (See Blind Draft, Art V-N). If a sibling in the same division is absent for tryouts, both siblings forfeit the tryouts and are placed in the blind draft.
- F. Any player who participates in any part of tryouts will lose their Contract Player status and be eligible for the draft.

Article V: Player Selection (Draft)

- A. Prior to the draft, the League Player Agent will confirm the total number of players for each Playing Age that will be participating in each division. The League Player Agent will then determine the minimum number of players of each Playing Age that will be assigned to each team by dividing the total number of players for each Playing Age by the total number of teams in the division (See Appendix I for an example). The remainder will be allocated to each team (one per team) following the draft order until all players of that annual age have been drafted. The Player Agent has the power to assign players to a team in order to keep the ages balanced.
- B. Playing Up: If a parent or guardian feels their child should play in a division above their assigned age, they may petition the ODC Baseball Board in writing at the time of registration. The request will automatically be approved if:
 - 1. The child is within one month of the age cut-off; OR
 - 2. The child is in a school grade consistent with most players in the division; OR
 - 3. The child is a contract player for an approved coach.

If the child does not meet one of those requirements, he or she must attend tryouts for the requested division. The ODC Baseball Board President and/or the Director of the requested division shall make the final decision.

To maintain a fair and just playing level among all teams, should the child be drafted by a team in the division requested, this will be the division in which the child will be required to play in for the remainder of the season. Once drafted, the child will not be permitted to return to the division associated with their age until the next playing season. The child will only be eligible for All Star selection in the division in which he or she played during the spring season. In no case will a child be allowed to play in a lower division than their assigned age.

- C. Sibling Players who play in the same division will be assigned to the same team unless the parent requests, in writing, that the siblings must be assigned to different teams.
- D. Contract Players:
 - Contract Players may consist of any registered and eligible player.
 - Contract Players shall not attend tryouts. Any Contract Player not registered before the draft will lose his/her Contract Player status with their team. These players will be placed in a Player Pool and will be assigned to a team via the Blind Draft.

- Registered and eligible children of a Manager that are assigned to the team of that Manager shall be considered Contract Players. However, it is not mandatory that registered children of a Manager be assigned to the team of that Manager
- Teams are limited to the following number of contract players according to division:

Division	Max Contract Players
Little Sluggers	12
TeeBall	3
PeeWee	3
Minors	3
Majors	3
Pony	4

- Sibling Contract Players: If a player is chosen as a Contract Player and has an eligible sibling that must be placed on the same team, both players will count as Contract Players. There may be one exception in the Tee Ball division only. If there is a two (2) year playing difference between the siblings in the Tee Ball division (ex. 6 year old and 4 year old), the younger sibling may count as a fourth Contract Player and will occupy the 7th draft slot. This exception may be taken once per Tee Ball team only.

E. A parent or guardian has the right to request having their son/daughter drafted by no more than one of the team managers in the division in which their child is playing. This request must be submitted during online registration or communicated directly to the Division Director or Player Agent prior to the draft.

F. Players will be selected at the ODC Clubhouse or other Board-approved location as soon as possible after the last tryout. Separate Players Selections will be held for the Pony, Major, Minor, Pee Wee and Tee Ball divisions.

G. Participants at each Division Players Selection shall be limited to the following:

- The team Manager and/or their Board-approved assistant coaches (designated representatives). For TeeBall, there shall be no more than one (1) Manager OR designated representative per team present at each division Players Selection.
- ODC Baseball President, League Player Agent, and/or Division Director.
- Members of the ODC Baseball Board who do not have children playing in the division for which players are to be selected.
- Players and parents (except for cases in which a parent holds one of the approved participant positions listed above) will not be allowed at any Player Selection. In addition, no outside contact will be allowed during the Player Selection for each division.

H. Each team Manager OR representative will draw for draft positions.

- I. **Snake Draft:** Following the drawn draft order, each Manager will select one (1) player at a time in ascending draft order from the first draft position through the last draft position (ex. 1-8 for Round 1). Then, each Manager will select one (1) player at a time in descending draft order starting from the last draft position through the first draft position (ex. 8-1 for Round 2) and continue this procedure throughout the draft until all players are selected. A new round commences once all teams have made one (1) selection for the given round.
- J. Any Manager who does not attend the draft or send a representative will have his/her team drafted by the league Player Agent or another member of the ODC Baseball Board who does not have children playing in the division for which players are to be selected.
- K. Any eligible player may be chosen at any time in the draft regardless of age. For example, a 5-year-old may be selected even if 6-year-olds are still available.
- L. Each team's first draft picks shall be occupied by that team's contract players, up to the maximum number for the team's division stated in Article V-D. See the draft order examples in Appendix II for reference.
- M. **Sibling Combinations:** When a player is selected and he/she has an eligible sibling that must be placed on the same team, the younger sibling shall automatically occupy the team's first available draft position for the next round in which their annual age is equal to or greater than the oldest annual age of the players still available to be drafted.
- N. **Blind Draft:** All players not eligible for the draft will be distributed to teams randomly after all eligible players are picked. When cards are in a face down position, they will be divided by Playing ages. The League Player Agent will ensure that the age disbursement remains equal.
- O. Following player selection, team managers may exchange (trade) drafted players before leaving the place of the draft. No contract players or players not eligible for draft may be exchanged. All player exchanges must be within the same playing age group. All player exchanges must be approved by the League Player Agent and the Division Director.
- P. Following player selection, coaches will continue to follow the draft order to select team names and uniform colors and practice nights and locations. Returning coaches in the same division may keep their colors and team names from the previous season regardless of draft position.
- Q. **Waitlist:** Players registered after their division is full may register for the division waitlist. Pre-draft, waitlisted players will automatically be activated in the order in which they registered if a space becomes available in their division. Waitlisted players are strongly encouraged to attend tryouts.
- R. **Late Registrations:** Late registered players are registered after the official closing of registration. Pre-draft, late registered players will automatically be activated in their division in the order in which they registered. Late registrations should attend tryouts.
- S. **Post-Draft Canceled/Withdrawn, or No Show/No Call Registrations:** Registration and waitlists shall remain open for a period of two weeks after the draft. After the two week period, a supplementary draft will be held for each division with open spaces. An open space may occur if a) the division was not full at the time of the draft; b) a player/parent withdraws from the season, or c) a player/parent does not attend practice and does not return contact with their coach. In the supplementary draft, the League Player Agent and

Division director shall fill the remaining roster spots with late registrants or waitlisted players following the Blind Draft rules (Article V-N) under the supervision of the League President.

Article VI: Games, Practice, and Team Meetings

- A. A practice is defined as a meeting among five (5) or more players and a coach or parent.
- B. Practice frequency and duration are generally at the discretion of the head coach; however, there shall be no more than four (4) team meetings per week, excluding re-scheduled games. Team meetings include games, practices and practice games (scrimmages).
- C. Practice sessions shall be limited to two (2) hours each. Sunday practices are permitted after 1:00p.m., but no player shall be penalized for missing a Sunday practice. There will be no field assignments issued by Oaks Dads' Club for Sunday practices and fields will be available on a first come basis.
- D. Practice games (scrimmages) may be arranged by the team managers at one of the team's regular scheduled practice fields at any eligible practice session time.
- E. The League Scheduler will confirm practice fields and schedules by division during the period after player selection and prior to the beginning of the scheduled play. Weeknight practices may only occur at the field location and time assigned to the team.
- F. Any player that misses more than half of practices in a given week without notifying the manager may be ineligible for that week's game at the manager's discretion.
- G. All teams shall practice, scrimmage and play games only within their own division.
- H. Game schedules shall be prepared under the guidance of the ODC Baseball President and the ODC Corporate Board. There will be no more than three (3) scheduled games per week, with the exception of rainouts and playoffs.
- I. If time permits, the League Scheduler will reschedule postponed games.
- J. No player may be released from a team for any reason until the League President, the League Player Agent, and the Division Director have approved the release. When a player fails to attend three (3) consecutive team meetings without notifying their coach, the coach shall notify the League Player Agent and Division Director.

Article VII: Playing Rules and Regulations

- A. Sportsmanship Rules:
 - 1. No chanting, singing, loud music, or taunting from players or parents when pitcher is on the rubber.
 - 2. No negative cheering, chanting/taunting directed against the opposing team.
- B. Except for the Pony division, players must play a defensive position a minimum of every other inning. Teams shall bat the entire eligible roster.
- C. A child may not be removed from any inning unless an injury is sustained, a pitching change occurs or a player displays a poor attitude.
- D. The Home team will have an official scorekeeper and the Visiting team will provide an official scoreboard operator (who is not a team manager or assistant coach).

- E. The team listed first in the schedule is the Home team and will occupy the third base dugout.
- F. The Home team shall put out the bases and mark the field as required.
- G. The Visiting team is responsible for watering and/or raking the field after each game.
- H. The Umpire or Director on Duty will furnish game balls.
- I. Tee Ball, Pee Wee and Minor divisions must have all adult base coaches. The Major and Pony division has the option of one player and/or coach for one of the base coaches.
- J. The umpire(s) shall at any time instruct the head coach of each team of the maximum number of non-players allowed in the dugout. In general, only the head coach, two assistants are allowed. PeeWee division and younger may also have a Team Parent in the dugout.
- K. With the supervision of the umpires, both teams shall recite the Pledge of Allegiance prior to starting each game.
- L. Prior to the start of each game, the manager of each team will submit a complete roster of his/her team to the manager of the opposing team and to the official scorekeeper. The roster shall include the starting lineup, batting positions and ineligible players.
- M. If a team has seven (7) players or less, they may be allowed to pick up one or more players to meet the requirement of the eight (8) players required to be eligible for game play. The pick-up player(s) must be a current ODC Member in the same division and in uniform. Pick-up player(s) must play the outfield and bat last. If a regular player shows up, they will replace the pick-up player and the pick- up player will leave the game. No pickup players will be permitted in playoff games.
- N. Games will start at the scheduled time by the umpire’s watch. All teams must field legal teams by ten (10) minutes after the scheduled game time. In the event a manager cannot field a team by the deadline time, the game will be forfeited, and a loss will be recorded for the incomplete team.
- O. Time limits are specified below for each division. All innings started prior to the time limit will be completed unless the losing team cannot mathematically prevail.
- P. If a game is called due to weather or other hazardous conditions, it is ruled an official game provided three and one half (3 ½) innings have been completed if the home team is ahead or four (4) innings completed if the home team is behind.
- Q. All games stopped by an event official for weather or other reasons before the game is declared official are suspended games.
- R. All games will subject to the following Mercy Rules. When this rule goes into effect, the umpire shall record the score as final. However, game shall continue until at least 60 minutes of play have elapsed.

Innings Completed	Run Differential
3	15
4	12
5+	8

- S. Regular season games that are tied when time expires will be recorded as a 1/2 win and a 1/2 loss.
- T. Playoff games that are tied when time expires, and the last regulation inning is completed will begin

subsequent innings using the Texas Shootout format: The last three batters from the previous inning are placed on base (3rd, 2nd, and 1st in the lineup order). The inning then begins with one out. This will continue until an inning is completed with a non-tied score.

U. For any post-season championship game the following rule shall apply with regard to the length of the game:

1. Tee ball through Majors receive an additional 30 minutes or 6 innings, whichever comes first,
2. Pony receives an additional 30 minutes or 7 innings, whichever comes first.
3. In the event that a double-elimination or other format is selected, only the final elimination game will qualify for extended time.

V. In the Minor, Major and Pony divisions, the manager or assistant manager, at the termination of each game, shall report the number of innings pitched by each pitcher on their team. Each manager shall sign to the scorecard provided by the Home Plate Umpire.

W. Protesting a game shall never be permitted.

X. **Ball Hitting Non-Permanent Part of the Field** The permanent fencing, including the backstop and the dugouts, are considered a permanent part of the field in the ordinary manner (e.g., a batted ball that hits the backstop is a foul while a batted ball that hits the outfield fence is a live ball).

All other items (which are generally easily movable), such as L-screens, equipment wagons, speakers, equipment bags, etc., are not considered a permanent part of the field and shall instead be considered foreign objects. In the event a live ball hits a such an item, it is a dead ball. If applicable, the umpire(s) shall place the baserunner(s) according to normal baseball rules for a dead ball.

Y. Discouraging Collisions

- In the interest of promoting player safety and discouraging collisions, a player must clearly possess the ball in order to block any base, including first base (1B), or home plate.

Note: For clarity, the MLB rule that allows a player to block the base when he is in “imminent possession” of the ball was considered, but not chosen. In addition to the subjectiveness of what constitutes “imminent,” the rule of clear possession is more appropriate for promoting player safety at the recreational baseball level.

- If a defensive player does not clearly possess the ball prior to arrival of a baserunner, that defensive player must position his body in a way to give an approaching runner an acceptable, in the opinion of the umpire, path to the base. If a defensive player fails to do so, it is obstruction and the umpire shall call the runner safe at that base. Any attempted further advancement of that runner beyond that base is subject to the umpire’s normal discretion.
- A baserunner must slide to avoid a collision with a defensive player attempting to make a play at all bases excepting first, where the running lane in foul territory must be used instead. Failure to slide will result in the umpire calling the baserunner out.
- For both offensive and defensive interference, the interference need not be intentional to be called by the umpire.

- Z. No head-first sliding will be permitted in any division below Pony except when returning to a base. Players who, in the opinion of the Umpire, slide headfirst will be called out.
- AA. A Courtesy Runner may be substituted for the pitcher (Minors Division and Higher) and catcher (PeeWee Division and Higher) of record at any time after they have achieved first base. With two outs, a courtesy runner is mandatory for the catcher to give the catcher time to put their gear on. The courtesy runner must be the player with the last recorded out.

Article VIII: Umpires

- A. There will be a minimum of one (1) umpire at games for all divisions.

Article IX: Team Standings

- A. Team standings will be posted weekly by the Division Director or his/her authorized representative.
- B. Team standings are determined by the following hierarchy:
 - 1. Overall record
 - 2. Head-to-head record
 - 3. Runs allowed versus division
 - 4. Run differential versus division
 - 5. Coin flip by the Division Director or ODC Baseball President
- C. Interleague play does not count towards standings.

Article X: All Star and Post-Season Play (Spring Season Only)

- A. Nomination of All Stars: The ODC Baseball Board will distribute nomination ballots to each team prior to the end of regular season play. A maximum of one parent/guardian of each player may nominate three (3) players on his/her child's team as an All Star. Once a parent makes his/her nominations, his/her ballot shall be returned to an ODC Baseball Board member or designated collection location.
- B. In order to be eligible to be selected as an All Star, the nominee must receive at least two (2) nominations. In the event that a player does not receive the minimum two (2) nominations, a player may still be nominated by a unanimous vote of the head coaches of his/her division present for the selection meeting.
- C. Selection of All Stars: After all nominations are collected for each division, the head coaches from each division shall meet to select All Stars from the nominees of his/her division. In the event there is more than one (1) All Star team in a division, all division coaches who are not coaching the All Star team are to build the rosters for the teams; the All Star coaches will then select, in order from first place team's coach down, which team they will coach. If a coach's child is selected as an All-Star, the coach's child is automatically rostered on his/her All Star team. It shall be required that at least one (1) player from each team in a division shall be designated an All Star. Nominees will be notified of their selection to the All Star team no later than the day of closing ceremonies. The number of All Stars in the Pony Division shall be determined by the ODC Baseball Board.

- D. Post Season Play: The All Star team shall consist of the players selected as All Stars as determined above. In the event that an All Star does not desire to participate on the All Star team, the next alternate shall assume his/her spot on the All Star team. In the event that there are no remaining alternates, the coach of the All Star team shall then select a player from the remaining nominees. In the event there are no remaining nominees, the coach may select any ODC player from the division. ODC will fund the cost of one tournament for each team not to exceed the dollar amount as set by the ODC Corporate Board of Directors. Each team may continue tournament play at the parents' discretion and subject to funding by the parents.
- E. The Manager of the team that finishes in first place in the postseason will be the head coach for the All Star team in each division. In the event there is more than one (1) All Star team selected in a division, the second place team's coach will be the head coach for the second team. In the event a coach is unable or unwilling to coach a team, the option to coach a team will then go to the next place team's coach and continue down until a coach accepts the role.
- F. The ODC Baseball Board will determine if there should be additional All Stars (and teams) selected in each division based on the number of players in each division. The ODC Baseball Board's goal should be one team representing a particular age group for each division (ex. 7 yr. old team; 12 yr. old team, etc.). The team age ranges will start at 6 and go to age 12 (Tee Ball to Major). Variations will be necessary since membership will vary from year to year.
- G. The guidelines for All Stars and post season play are subject to change at the discretion of the ODC Baseball Board without notice. Any disputes or questions must be brought to the ODC Baseball Board for a determination.

Article XI: Equipment and Uniforms

- A. The batter and all base runners must wear protective headgear. The catcher must wear a helmet. All players may wear a protective face mask.
- B. Unless otherwise noted, metal cleats may not be worn in any divisions.
- C. Any player without a complete uniform (tucked-in jersey, pants, belt, and cap) may be restricted from play by his/her team manager or the umpires. The intent of this rule is to encourage the players to be properly dressed and promote respect for the game.

Article XII: Player Pitching (Minors, Majors, and Pony)

With regard to pitch count, the ODC Baseball Board hereby adopts Little League's rules, as in effect for the applicable season (i.e., there shall be rolling conformity to what Little League uses). Those rules can currently be found on Little League's pitch count webpage, but for illustrative purposes the rules below are posted as of February 13, 2023 and will apply for the Spring 2023 season. Any future updates by Little League will automatically apply here, unless specifically rejected by the ODC Baseball Board.

The penalty for violating pitching rules is a forfeit of the game.

A. No pitcher shall be allowed to throw more than their Division’s Max Pitch Count in a single day:

<i>Division</i>	<i>Max Pitch Count</i>
Minors	75
Majors	85
Pony	95

B. If a pitcher reaches the Max Pitch Count threshold while facing a batter, the pitcher may continue to pitch until any one of the following conditions occurs:

- 1) the batter reaches base;
- 2) the batter is put out;
- 3) the third out is made to complete the half-inning of the game; or
- 4) the pitcher is removed from the mound prior to the batter completing his/her at bat.

C. A pitcher’s pitch count for the purposes of day(s) rest threshold is determined by the first pitch thrown to a batter. The pitcher may not start a new batter once the Max Pitch Count threshold has been met.

D. Mandatory rest:

<i>Pitches</i>	<i>Rest</i>
1-20	0 days
21-35	1 day
36-50	2 days
51-65	3 days
66+	4 days

E. Under no circumstance shall a player pitch in three (3) consecutive days.

F. Once a pitcher is removed from the game as pitcher, he/she may not re-enter the game as the pitcher.

G. The official scorekeeper, as selected by the Home team, is the designated pitch count recorder. The pitch count recorder must provide the current pitch count for any pitcher when requested by either manager or any umpire. However, the manager is responsible for knowing when his/her pitcher must be removed.

H. The official pitch count recorder should inform the Umpire when a pitcher has delivered his/her maximum limit of pitches for the game. The Umpire will inform the pitcher’s manager that the pitcher must be removed in accordance with this Rule. However, the failure by the pitch count recorder to notify the Umpire, and/or the failure of the Umpire to notify the manager, does not relieve the manager of his/her responsibility to remove a pitcher when that pitcher is no longer eligible.

I. A player may not pitch in more than one game in a day.

J. Any player who has played the position of catcher in four (4) or more innings in a game is not eligible to pitch on that calendar day. A player who played the position of catcher for three (3) innings or less, moves to the pitcher position, and delivers 21 pitches or more in the same day, may not return to the catcher position on that calendar day.

CONGRATULATIONS!!! If you have read this far, you are vitally interested in your child's welfare and the ODC Baseball Program. Best wishes for a safe and successful season.

Little Sluggers Division Rules

Playing Ages: 3U & 4U (aka "4U T-ball")

All division play shall follow the above-mentioned league rules with the exceptions noted below.

H. Playing Field

- A. The distance between the back point of home plate and the front of the pitching rubber shall be 40'.
- B. Base path distance from home plate to first base is 55'.

II. Equipment and Uniforms

- A. All Tee Ball games will be played with a batting tee.
- B. All Tee Ball games will be played with Tee Ball bats only.
- C. All Tee Ball games will be played with rubber/ sponge core Baseball with synthetic cover.

III. Playing Rules

- A. Sessions in this division shall consist of a 30-minute practice followed immediately by a 30- minute game. Managers may adjust practice and game lengths as mutually agreed upon, but the total time shall not exceed one hour.
- B. Batting a team's entire lineup shall constitute a half inning regardless of the quantity of outs received.
- C. If an umpire is not available, each team shall designate one (1) coach or parent to serve as the Umpire for each half inning that their team is playing defense. The designated Umpire is allowed to coach while assuming the Umpire duty. Prior to commencing the game, each team's Manager shall identify their team's designated Umpire for the game.
- D. In this division there shall be no outs or scorekeeping.
- E. Play is initiated when the offensive batting coach places the ball on the batting tee.
 - 1) The batter must take a full swing.
 - 2) Practice swings or bunting will not be allowed.
 - 3) An offensive team coach will be allowed to position the batter, the ball, and the tee. Any alignments made by the batter while the coach is in the batter's box will not be counted against the batter. Also, if the batter knocks the ball off the tee while the coach is with the batter in the batter's box, it will not count as a strike.
- 1) The base of the tee needs only to reasonably touch part of the plate; it need not be fully contained within home plate's surface area.

IV. Player Selection

- A. There will be no tryouts in this division.
- B. Quantity of contract players shall not be limited. However, maximum team size shall comply with division rules.
- C. Players not designated as contract players will be assigned to teams via a Blind Draft facilitated by the Division Director.
- D. The total quantity of registered players of each age (3 & 4) shall be evenly distributed among the teams.

Tee Ball Division Rules

Playing Ages: 5U & 6U

All division play shall follow the above-mentioned league rules with the exceptions noted below.

I. PLAYING FIELD

- A. The distance between the back point of home plate and the front of the pitching rubber shall be 40'.
- B. Base path distance from home plate to first base is 55'.
- C. Chalking requirements: Foul lines, pitchers circle, batter's box, 15' arc, 35' arc, 92' arc, and 1/2 mark between first base and second base, second base and third base, third base and home. All arcs are measured from home plate.
- D. A safety base will be used at first base to prevent collisions and other contact incidents.

II. III. EQUIPMENT & UNIFORMS

- A. All Tee Ball games will be played with a batting tee.
- B. All Tee Ball games will be played with Tee Ball bats only.
- C. All Tee Ball games will be played with an RST Regulation Baseball/leather cover.

III. IV. PLAYING RULES

- A. A regulation game consists of six (6) innings, unless the game is shortened due to time limit, field or weather conditions or extended by extra innings due to a tie (playoffs only).
- B. Time Limit: No inning shall be started after one (1) hour and twenty (20) minutes have expired on the game clock.
- C. Three (3) outs or seven (7) runs shall constitute a half inning.
- D. In this division, there shall be no:
 - 1) Stealing bases or leading off. Runners may not advance unless the ball is batted. A runner who leaves early is declared out resulting in an immediate dead ball;
 - 2) Infield fly rule;
 - 3) Bunting (players must take a full swing);
 - 4) Walks.
- E. Play is initiated when the offensive batting coach places the ball on the batting tee.
 - 1) The batter must take a full swing.
 - 2) Practice swings or bunting will not be allowed.
 - 3) An offensive team coach will be allowed to position the batter, the ball, and the tee. Any alignments made by the batter while the coach is in the batter's box will not be counted against the batter. Also, if the batter knocks the ball off the tee while the coach is with the batter in the batter's box, it will not count as a strike.

- 4) After the coach leaves the batter in the batter's box alone, the batter will be allowed one complete new alignment before taking a swing. If the batter takes two (2) alignments, knocks the ball off the tee, swings and misses the ball, or hits a foul ball (all while the coach is not in the batter's box), a strike will be called.
 - 5) The base of the tee need only to reasonably touch part of the plate; it need not be fully contained within home plate's surface area.
- F. If in the judgment of the umpire a batter slings the bat unnecessarily, he/she shall be declared out and the ball will be dead. Runners will not be allowed to advance.
- G. If the batter swings and misses the ball, a strike will be called. If the ball is hit inside the 15' arc, it will be ruled as a foul ball. The batter has three (3) swings in which to hit a fair ball, otherwise the batter is out.
- H. Once the batter hits a fair ball, and until the Umpire stops play, normal baseball rules apply.
- I. Umpires will call "time" after every play and declare the ball dead. "Time" should be called as soon as the lead runner is not attempting to advance. "Time" may not be called by players or coaches.
- J. The first baseman and other defensive players record an out only if they touch the normal base during play. A defensive player stepping solely on the safety base is insufficient, by itself, to record an out.
- If a defensive player's foot or body touches the safety base and that action impedes the runner, the umpire may call obstruction and award the runner a free base. This is an umpire's judgment call.
- During close plays, the runner may only touch either the safety base or the outside portion of the normal base (i.e., the portion of the normal base contiguous to the safety base; not the inside portion of the base that the first baseman's foot should typically occupy). Because a runner is allowed to run through first base, he/she may run straight through the outside half, remaining in foul territory.
- K. The pitcher must remain on or behind the pitching rubber until the batter hits the ball. If the pitcher is not on or behind the pitching rubber and makes the first play on the batted ball within the infield, the ball is ruled dead, all runners advance one base and the batter is awarded first base.
- L. Infielders must remain behind the 35' arc until the batter hits the ball. If a player touches a ball in motion with the intention of making a play before the ball crosses the 15' arc, the ball is ruled dead, all runners advance one base and the batter is awarded first base.
- M. There shall be a maximum of ten (10) defensive players on the field at any time during play.
- N. No more than six fielders (including the catcher) may be stationed within the 92' arc at the time the ball is hit. There shall be no more than four outfielders.
- O. In order to put a batter out at first, the ball must be fielded and thrown to first base and the base touched or the runner tagged. Only the first baseman will be allowed to tag the batter out before he reaches first base. All other positions must make a throw to first base to place the batter out.

IV. General Rules

- A. There shall be no more than three (3) offensive coaches on the field at any time. One defensive coach is allowed in the coach box in front of the dugout. All other defensive coaches must be in the dugout or in the immediate vicinity of the dugout opening.

- B. The maximum number of players on a team in this division shall be twelve (12).
- C. Teams are not required to play with a catcher; however, teams choosing to not field a catcher may only play with nine (9) defensive players, including four (4) outfielders. They may not field a 10th player in a different position. The catcher must be positioned behind home plate, but may play any distance away from the plate, including behind a coach.
- D. Teams must play with nine (9) players if available. Teams may play with a minimum of eight (8) players if nine are not available. If playing with eight (8) players, the ninth batter slot will be counted as an out. A team unable to field the minimum of eight (8) players shall forfeit the game. A team able to field up to the maximum ten (10) players will not be required to reduce their lineup to meet the number of players fielded by the other team if less than nine.
- E. No fielding positions may be changed after an inning has started. However, the defensive team may institute a shift as long as the player maintains their original starting sequence subject to section IV.
- F. During the transitional season (e.g., fall), the defensive team may have a coach stand in the outfield to instruct and/or encourage players. This is not allowed during the competitive season(s).

Pee Wee Division Rules

Playing Ages: 7U & 8U

All division play shall follow the above-mentioned league rules with the exceptions noted below.

I. Playing Field

- A. The distance between the back point of home plate and the front of the pitching rubber will be 44'.
- B. Base path from home plate to first base shall be 60'.
- C. The pitcher's circle shall be 5' in radius with the pitching rubber in the center of the circle.
- D. Chalking requirements: Foul lines, pitcher's circle, batter's box, and halfway marks between first base and second base, second base and third base, third base and home plate.
- E. A pitching line shall be drawn parallel to the pitching rubber at 38 feet from the back of home plate.

II. Equipment and Uniforms

- A. The catcher must wear the entire catcher's equipment including a protective catcher's cup.

III. Playing Rules

- A. A regulation game consists of six (6) innings, unless the game is shortened due to time limit, field or weather conditions or extended by extra innings due to a tie (playoffs only).
- B. Time Limit: No inning shall be started after one (1) hour and twenty (20) minutes have expired on the game clock.
- C. Three (3) outs or seven (7) runs shall constitute a half inning.
- D. In this division, there shall be no:
 - 1) Stealing bases or leading off. Runners may not leave the base until the pitched ball crosses the plate. Runners may not advance unless the ball is batted. A runner who leaves early is declared out resulting in an immediate dead ball;
 - 2) Infield fly rule;
 - 3) Bunting (players must take a full swing);
 - 4) Base awards for hit by pitcher;
 - 5) Base on balls, with the exception of one (1) intentional walk per game.
- E. If in the judgment of the umpire a batter slings the bat unnecessarily, he/she shall be declared out and the ball will be dead. Runners will not be allowed to advance. The penalty will be removal from the game after one (1) warning.
- F. Umpires will call "time" after every play and declare the ball dead. "Time" should be called as soon as the lead runner is not attempting to advance. "Time" may not be called by players or coaches.

IV. General Rules

- A. There shall be no more than three (3) offensive coaches on the field at any time. One defensive coach is allowed in the coach box in front of the dugout. All other defensive coaches must be in the dugout or in the immediate vicinity of the dugout opening.
- B. The maximum number players on a team in this division shall be twelve (12). A maximum of ten (10) defensive players may be on the field at any time, including a maximum of four (4) outfielders.
- C. Teams must play with nine (9) players if available. Teams may play with a minimum of eight (8) players if nine are not available. If playing with eight (8) players, the ninth batter slot will be counted as an out. A team unable to field the minimum of eight (8) players shall forfeit the game. A team able to field up to the maximum ten (10) players will not be required to reduce their lineup to meet the number of players fielded by the other team if less than ten.
- D. Every team must field a catcher in full catcher's equipment (helmet, mask, chest protector, leg guards and protective cup) behind the plate in a traditional catcher's stance.
- E. No fielding positions may be changed after an inning has started. However, the defensive team may institute a shift as long as the player maintains their original starting sequence.

V. Pitching

- A. The player pitcher must have one (1) foot within the pitching circle at batter's contact. The player pitcher must stand beside or behind the coach pitcher until the ball is batted. If the player pitcher does not do so and is the first to touch the batted ball, the ball is dead, and the penalty will be that the batter advances to first base.
- B. The coach pitcher shall not coach from the mound before the ball is in play in any form.
- C. Once a coach pitcher is removed, he/she may not return for the remainder of the game.
- D. The coach pitcher must deliver the pitch with one (1) foot on the pitcher's rubber, or directly between the pitching rubber and the 38 ft. pitching line. Balls must be thrown overhand from a standing position.
- E. Once the ball is batted, the coach pitcher must move out of the field of play until the ball is dead.
- F. A fair batted ball hitting a coach pitcher is declared a foul ball if the umpire rules that the coach pitcher's contact with the ball was unintentional. If, in the umpire's judgment, a coach pitcher intentionally makes contact with a batted ball, or if the coach pitcher catches the ball, the batter is out and no runner can advance.
- G. Three (3) strikes constitute an out. A batter may receive up to five (5) pitches. If the fifth pitch results in a foul ball, the batter will receive additional pitches until he/she swings and misses or fails to swing for a strike or puts the ball in play. A batter cannot receive an out from a foul ball.

Minors Division Rules

Playing Ages: 9U & 10U

All division play shall follow the above-mentioned league rules with the exceptions noted below. This division uses the full, traditional baseball rules. Stealing, leading off, walks, et cetera are all part of the game!

I. Playing Field

- A. There will be 65' base paths for Minor division play.
- B. The pitcher's mound will be 46' from front of the pitching rubber to the back of home plate for Minor division.
- C. Chalking requirements: Foul lines, batter's box, catchers box, and coaches boxes. A 3 foot running lane between home plate and first base will be marked.

II. Equipment and Uniforms

- A. The catcher must wear the entire catcher's equipment, including a protective catcher's cup.

III. Playing Rules

- A. A regulation game consists of six (6) innings, unless the game is shortened due to time limit, field or weather conditions or extended by extra innings due to a tie (playoffs only).
- B. Time Limit: Games are scheduled for one (1) hour and thirty (30) minutes, but no inning shall start after one (1) hour and twenty-five (25) minutes have expired on the game clock.
- C. Three (3) outs or five (5) runs shall constitute a half-inning.

IV. General Rules

- A. There shall be no more than two (2) offensive coaches on the field at any time. One defensive coach is allowed in the coach box in front of the dugout. All other defensive coaches must be in the dugout or in the immediate vicinity of the dugout opening.
- B. The maximum number players on a team in this division shall be twelve (12). A maximum of nine (9) defensive players may be on the field at any time.
- C. Teams must play with nine (9) players if available. Teams may play with a minimum of eight (8) players if nine are not available. If playing with eight (8) players, the ninth batter slot will be counted as an out. A team unable to field the minimum of eight (8) players shall forfeit the game. A team able to field the maximum nine (9) players will not be required to reduce their lineup to meet the number of players fielded by other team if less than nine.
- D. **Balk Warning** - If a pitcher balks, the umpire will call "Time" and declare "No Pitch" and the runner(s) will not advance. The umpire will give the pitcher a warning. The call may not be challenged or declined by the batting team.
- E. To encourage player development, the following rules shall apply for the FIRST FOUR WEEKS of the fall season ONLY:

Closed Bases - Once the pitcher is on the mound, base runners may not lead off. The runner may attempt to steal only after the pitched ball has crossed home plate. Runners leaving early shall be called "out" once the resulting play has concluded.

MAJOR DIVISION RULES

Playing Ages: 11U & 12U

All division play shall follow the above-mentioned league rules with the exceptions noted below. This division uses the full, traditional baseball rules. Stealing, leading off, walks, et cetera are all part of the game!

I. Playing Field

- A. There will be 70' base paths for Major division play.
- B. The pitcher's mound will be 50' from front of the pitching rubber to the back of home plate for Major division.
- C. Chalking requirements: Foul lines, batter's box, coaches boxes. A 3 foot running lane between home plate and first base will be marked.

II. Equipment and Uniforms

- A. The catcher must wear the entire catcher's equipment, including a protective catcher's cup.

III. Playing Rules

- A. A regulation game consists of six (6) innings, unless the game is shortened due to time limit, field or weather conditions or extended by extra innings due to a tie (playoffs only).
- B. Time Limit: Games are scheduled for one (1) hour and thirty (30) minutes, but no inning shall start after one (1) hour and twenty-five (25) minutes have expired on the game clock
- C. Three (3) outs shall constitute a half-inning.

IV. General Rules

- D. There shall be no more than two (2) offensive coaches on the field at any time. One defensive coach is allowed in the coach box in front of the dugout. All other defensive coaches must be in the dugout or in the immediate vicinity of the dugout opening.
- E. The maximum number of players on a team in this division shall be twelve (12). A maximum of nine (9) defensive players may be on the field at any time.
- F. Teams must play with nine (9) players if available. Teams may play with a minimum of eight (8) players if nine are not available. If playing with eight (8) players, the ninth batter slot will be counted as an out. A team unable to field the minimum of eight (8) players shall forfeit the game. A team able to field the maximum nine (9) players will not be required to reduce their lineup to meet the number of players fielded by other team if less than nine.

PONY DIVISION RULES

Ages: 13, 14 & 15

All division play shall follow the above-mentioned league rules with the exceptions noted below. This division uses the full, traditional baseball rules. Stealing, leading off, walks, et cetera are all part of the game!

I. Playing Field

- A. There will be 80' base paths.
- B. The pitcher's mound will be 54' from front of the pitching rubber to the back of home plate.
- C. Chalking requirements: Foul lines, batter's box, coaches boxes. A 3 foot running lane between home plate and first base will be marked.

II. Equipment and Uniforms

- A. The catcher must wear the entire catcher's equipment, including a protective catcher's cup.
- B. Metal cleated baseball shoes or rubber cleated baseball shoes are required.

III. Playing Rules

- A. A regulation game consists of seven (7) innings, unless the game is shortened due to time limit, field or weather conditions or extended by extra innings due to a tie (playoffs only).
- B. Time Limit: No inning shall be started after one (1) hour and fifty (50) minutes have expired on the game clock.
- C. Three (3) outs shall constitute a half-inning.

IV. General Rules

- A. There shall be no more than two (2) offensive coaches on the field at any time. One defensive coach is allowed in the coach box in front of the dugout. All other defensive coaches must be in the dugout or in the immediate vicinity of the dugout opening.
- B. The maximum number players on a team in this division shall be twelve (12). A maximum of nine (9) defensive players may be on the field at any time.
- C. Teams must play with nine (9) players if available. Teams may play with a minimum of eight (8) players if nine are not available. If playing with eight (8) players, the ninth batter slot will be counted as an out. A team unable to field the minimum of eight (8) players shall forfeit the game. A team able to field the maximum nine (9) players will not be required to reduce their lineup to meet the number of players fielded by other team if less than nine.
- D. Pony Division shall meet no more than (5) team meetings per week, excluding re-scheduled games

Appendix I – Player Age Distribution Example

Assume there are 55 registered 8-year-olds and 7 teams in the Pee Wee division.

55 divided by 7 = 7 minimum 8-year-olds per team with the remaining 6 players assigned to 6 of the 7 teams following the draft order.

Appendix II – Draft Examples

MAJOR DIVISION (draft order example)

Team Draft Position	Contract Player (CP) Quantity	Round 1 (1-8)	Round 2 (1-8)	Round 3 (1-8)	Round 4 (1-8)	Round 5 (1-8)	Round 6 (1-8)	Round 7 (1-8)	Round 8 (1-8)	Round 9 (1-8)
1	three	CP	CP	CP	16	17	32	33	48	49
2	three	CP	CP	CP	15	18	31	34	47	50
3	zero	1	4	5	14	19	30	35	46	51
4	one	CP	3	6	13	20	29	36	45	52
5	three	CP	CP	CP	12	21	28	37	44	53
6	two	CP	CP	7	11	22	27	38	43	54
7	three	CP	CP	CP	10	23	26	39	42	55
8	one	CP	2	8	9	24	25	40	41	56

Contract Players (CP) occupy a team’s first draft slots. The draft proceeds sequentially in a snake draft until all draft slots are filled. The number in each box is the draft pick number for that slot.