

2020 Olathe Youth Baseball, Inc. Rule Book

New Rules or Regulations that have been added and existing Rules and Regulations that have been changed for clarification and ease of understanding for 2020 are listed hereunder. They are also placed in their proper position in the 2020 Rule Book.

Bold faced typed entries indicate new Rules or Regulations for 2020.

Bold face italicized typed entries indicate Rule or Regulations which have been revised or changed for clarity of understanding and are not new to the rule book. They are not shown on this page but only as they appear throughout the rule book.

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These changes are paraphrased for shortness and appear in the Rule Book in completed form.

REGULATION III – AMENDMENTS ... Changes are administrative and are shown only in the Regulation.

REGULATION IV – FIELD DECORUM, para H, add:

All game participants, coaches and players, when not on the field coaching or playing are to be behind protective fencing. This includes dugout openings.

REGULATION V – DUAL PARTICIPATION, add:

No Golden Glove or Tournament Team player may play for an OYBI Regular season team as a pitcher.

REGULATION VI – TEAM FORMATION, delete:

GRADES 1 THRU 6.

Add: No player may transfer from one team to another once the rosters are finalized. Any player who is found to transfer is not eligible for further participation in league play. Special consideration must be approved by the manager involved and the EXBOD

REGULATION VII, para C. METAL CLEATS, change:

Metal cleats are allowed in Grades 7 and above. EXCEPTION: Metal cleats are not allowed by pitchers while pitching, when artificial mounds are used.

REGULATION XIII – USSSA STATE TOURNAMENT ELIGIBILITY – DELETED

REGULATION XVII – Grades 1 through 2 have 1 hr 30 min time limit.

SPECIAL PLAYING RULES, ROOKIE DIVISION, (1ST & 2ND GRADE Leagues) Add Section 1

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**“Blind people come to the ballpark just to listen to him pitch.”
Reggie Jackson commenting on Tom Seaver**

“Nobody goes there anymore, it’s too crowded.” Yogi Berra

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OYBI UMPIRE'S GUIDELINES

1. You will study the rules of the game diligently, observe the work of other officials, and Always attempt to improve. You should have both the OYBI and Major League Rule books with you for every game.
2. Enter the field TOGETHER and when the game is over LEAVE TOGETHER.
3. Be prepared both physically and mentally to administer the game.
4. You must conduct yourself in a brisk, businesslike manner in such a way that spectator attention is directed to the players playing the game and not at you.
5. Dress and maintain your appearance with dignity and importance of the umpire.
6. Be courteous and pleasant with players and coaches without being **OVERLY FRIENDLY**.
7. Be firm but not overbearing; positive, but never rude; dignified, but never "cocky"; remember a good umpire doesn't have to have the last word.
8. Be fair and unbiased in your decision, making your calls promptly and confidently and with an emphasis that dissuades argument, yet is non-dictatorial.
9. Cooperate and be professional in your association with your fellow umpires and do nothing to cause them public embarrassment
10. Keep in mind that the game is more important than the wishes of any individual player or coach, or the ambition of any individual umpire.
11. Do not smoke on/in the vicinity of the playing field, drink any alcoholic beverages, or be on any hallucinogenic drugs while in your uniform or before a game you are to work.
12. If you accept game assignments, honor that acceptance at all costs. If unable to work a scheduled game; notify the scheduler at least 24 hours before the game.
13. Umpires be prepared to walk onto the field 15 minutes before game time. If you miss a game without 24-hour notice, OYBI may take any of the following actions:

<u>Umpires ages 13-15:</u>	<u>Umpires ages 16 and Older:</u>
First Game - Warning	First Game - Cost of Game
Second Game - Cost of Game	2nd Game - Possible Dismissal
Third Game - Possible Dismissal	
14. If you work a game by yourself, you will be paid one and one-half times your regular rate for that game. You must notify your scheduler when this happens so that follow-up action can be taken.
14. If an umpire shows up 15 minutes or more late to his/her game then they will receive ½ game pay. The umpire who started the game on-time then will receive 1 ½ game pay.

REGULATIONS

REGULATION I - EXECUTIVE BOD AND BOARDS OF DIRECTORS

The EXECUTIVE BOD shall consist of the Commissioner, Assistant Commissioner, Director of Baseball Operations, Assistant Commissioner-Treasurer, Secretary, Assistant Commissioner-Scheduler.

The BOARD OF DIRECTORS shall consist of the members of the Executive Board and all Presidents, Directors, Umpire Commissioner(s) and Equipment Managers as needed for all levels and/or age groups / grade levels.

The Executive BOD has the power to approve the following: Emergency spending in cases not previously covered in the annual budget; suspend with cause, for a period not longer than two weeks, players, coaches, managers, or other members of the corporation; suspend with cause, for a period not longer than two weeks, agents or employees of the Board; authorize fundraising projects; establish committees that make recommendations and call meetings.

The BOD and any of the level of play boards may recommend to the Executive BOD the following: administrative and playing rule changes; hiring or terminating agents or employees of the Board, removal or suspension of players, managers, coaches or other members of the Corporation. Any other routine business not expressly defined in this section shall be at the discretion of the Executive BOD, with final approval by the Executive BOD or BOD. A quorum is required to conduct business.

REGULATION II - LEAGUE OFFICERS

The term of office for elected officers will be one year. The election is to be held at the first managers meeting of the new season, typically in early January.

REGULATION III - AMENDMENTS TO RULES AND REGULATIONS

A. The Rules Committee is made up of current members of the OYBI Board of Directors. Its function is to revise the OYBI rule book on an annual basis. ***Any and all considerations in regard to rules changes or additions for the current year are to be submitted to the Rules Committee in time to be included in the Rule Bok for the current season.***

B. The Rules Committee will compile any and all recommendations so as to be presented to the BOD for a vote. There will be no new rules recommendations considered if brought forth after the November meeting has concluded with a vote.

REGULATION IV - FIELD DECORUM

Activities of participants in the OYBI will meet with the standards and policies set by the Board. Managers, coaches, players, umpires, and spectators are to be guided by the following standards regarding conduct and behavior during games and practices: The use of tobacco in ANY FORM or Tobacco Alternative (E-cigarettes, etc.) is prohibited on the playing field, benches, dugouts and City Parks. The consumption of alcoholic beverages and drugs is expressly forbidden at any association

function and, further, anyone coming to a game or practice under the influence will not be allowed to remain.

A. MANAGERS, COACHES AND UMPIRES - All coaching personnel must be registered with the League. Managers and coaches must dress according to the following minimum standard: Baseball cap like the players; pants, jeans or slacks, shorts (hemmed) but not frayed cutoffs, shirts with sleeves and shoes but not sandals. Managers and coaches must request time out before leaving either the dug-out or coaching box. Arguing of balls and strikes, out, safe, fair, foul will not be permitted. **Managers/coaches DO NOT question, ask, argue or complain about the strike zone.** Failure to comply may result in ejection without warning. Coaches shall at no time direct disparaging remarks toward any player, official, or other adults during games or practice sessions. In the event of any flagrant violation of rules and policies by a manager or coach, the Board may relieve him of his duties after suitable review and discussions with the person(s) concerned. Managers will have complete charge of their teams during games and practices, and will be held responsible for the conduct of their players and spectators. It will be the duty of the managers and coaches to acquaint themselves with the rules and regulations, and to keep their players informed. In addition, they should attend coaches' meetings and instructional classes scheduled by the Board.

A manager can only be deemed unacceptable if the league President and/or Assistant Commissioner followed appropriate due process procedure, i.e., the manager had been notified promptly in writing and was counseled concerning his unacceptable behavior. If the manager's behavior continued to be unacceptable then the manager can be deemed unacceptable. This being completed, any manager who is deemed acceptable to return will automatically be eligible to retain his team assignment, or place his name as an applicant for another division.

B. PLAYERS - All players must adhere to high standards of good sportsmanship and fair play during games and practice sessions. No razzing, heckling, taunting or "riding" of opposing players will be allowed by players, managers, or coaches. When a pitcher is on the mound and comes set, ready to deliver a pitch, all yelling, screaming or chanting shall stop. Players shall not carelessly, or in a state of anger, throw equipment, make fake tag plays or initiate malicious contact. Players shall not wear jewelry such as metal/plastic necklaces/bracelets or earrings. EXCEPTION: Medical ID bracelets and sports necklaces WILL be allowed. Players are permitted, and encouraged, to shout encouragement to their own teammates while on the field or bench. In the event of any flagrant violations of rules or policies by a player, or a player's parent(s), the player will be subject to removal from membership. Players are expected to attend games and practices. Any player who anticipates being absent from games or practices should call his manager or coach. Players are responsible for keeping their uniforms in good condition. The consumption of alcoholic beverages and drugs is expressly forbidden at any association function and, further, anyone coming to a game or practice under the influence will not be allowed to remain. Players will remain in their team dugout at all times during a game. Players will not be allowed in the bleachers while their team is playing.

C. TEAM MANAGER- Managers shall see that the rules of the OYBI and player safety are practiced at all times. He will make sure that good sportsmanship is also practiced by coaches, team players and parents. He will be responsible for the care of equipment-checking out and turning in to the league. All problems shall be brought to the attention of the league president or his director(s). He will notify all players of rainouts and rescheduled games. A team manager who resigns is not responsible for finding a replacement. That duty shall fall to the league president; however, the manager shall be responsible for replacing a coach who resigns.

D. SPECTATORS - Are invited to view games free of charge as guests of the OYBI. Spectators must stay off the playing field at all times, and must remain in the spectator's area during the games. "Riding" players and shouting at other adults is forbidden. When a pitcher is on the mound and comes set, ready to deliver a pitch, all yelling, screaming or chanting shall stop. The use of artificial noise makers, such as radios, cowbells, airhorns, etc. are prohibited at all OYBI games or tournaments. The OYBI has the right, after sufficient warning, to declare a forfeit if a partisan spectator is asked to leave the spectator's area because of misconduct and does not comply with the request. The game under these circumstances will be awarded to the opposing team, by forfeit. Any grievances by parents and spectators must be presented directly to a member of the Board, who will bring the matter to the attention of the full Board for any action deemed necessary.

E. PRE-GAME and GAME PROCEDURES - **Managers will have ALL PLAYERS off the field and ready for the plate meeting NO LATER than 5 minutes before the scheduled start time.** If the preceding game finishes early for any reason, the next scheduled game may start up to 10 minutes early ONLY IF both team managers and the umpires agree to do so.

F. No bat-boys/girls will be allowed. The batter coming to the plate or another player wearing a helmet will get the bat back to the dugout.

G. Once the game starts NO soft toss, or hitting sticks allowed at all. This includes the on-deck circle, inside the field of play, OR outside the fence.

H. **All game participants, coaches and players, when not on the field coaching or playing are to be behind protective fencing. This includes dugout openings.** The Home Team is the official game scorekeeper and is responsible for scoreboard operation when a scoreboard is available.

All teams are to stay off infields prepared for play. However, SCHEDULED teams may use the infield for warm up with no disruption of the lined batting area. Each team will have five minutes of infield warm up time, starting with the visiting team at 15 minutes before game time. The home team will have five (5) minutes of infield warm up at 10 minutes before game time. All pitching and hitting warm up will stay inside the fences, in foul territory on the field, except to warm up pitchers on those fields where there are designated bullpen areas outside and adjacent to them. This is to ensure safety to our patrons. Any player catching the infield pre-game warm-ups in a down (squat) position MUST wear a catcher's face mask. A face mask is not required if catching in a standing (up-right) position

REGULATION V – PLAYER ELIGIBILITY, DUAL PARTICIPATION and CALL-UP PLAYERS

PLAYER ELIGIBILITY

All players must be officially registered with OYBI to be an eligible player. This includes "Guest" players from outside the OYBI league. Players in OYBI can play by either their grade, or age. There are no residency restrictions to play in OYBI.

DUAL PARTICIPATION

No Golden Glove or Tournament Team player may play for an OYBI Regular season team as a pitcher.

OYBI registered players are allowed to play as either a call-up player or guest player for any team outside of OYBI. Players in OYBI are permitted to be a member of any outside team, league, association, or other baseball affiliation, not conflicting with their primary team commitment, and with the consent of the primary team manager. Violation for using an illegal player(s) will result in forfeiture of the game(s) involved and manager/coach suspension for the next two (2) games for the first offense and removal as manager/coach for the second offense.

CALL-UP PLAYERS

1. ALL LEVELS OF PLAY (OTHER THAN GOLDEN GLOVE), ALL AGE GROUPS: No Golden Glove player may be used as a Call-Up player. ***Prior to the start of the season, Managers must submit at least 2 names to the League President before they are allowed to call up players. No tournament division player may be used as a call up player for the Recreation division. A Recreation division player may be allowed to be a call up player for both the Recreation and Tournament division. Since there are no 2nd grade Tournament division teams-The 3rd grade Tournament division will be allowed to call up players from their own grade level.***

2. These call-up players may only be used provided the following criteria are met:
- a. Only if the team will have nine (9) or fewer players for a game.
 - b. No regular roster player will sit on the bench any longer than necessary to allow the call-up player(s) to fulfill the mandatory playing requirement.
 - c. No call-up player will be allowed to be used as a pitcher.
 - d. No player, other than a regular roster player may be used.
 - e. Any call-up player who shows up will be played his mandatory playing time, even when, more regular roster players show up than had been expected. No call-up player will be sent home. Call-up players must be in their regular season team uniform.
 - f. No call-up players shall start the beginning of a game before regular roster players.
 - g. Any and all call-up players will be placed at the bottom of the batting order.
 - h. There will be a maximum of three call-up players used per team per game, with a maximum of ten players.
 - i. Violations of any of the above paragraphs will result in the manager/coach being suspended for 2 games for the 1st offense, and removed as manager/coach for the 2nd offense.
 - j. Using an illegal player will result in forfeiture of game(s) and a two game suspension of the manager.
 - k. If a team is playing up a division, the manager would then call players from the age group from which he came. Example, 5th grade team playing in the 6th grade division, the manager would then call-up from the 5th grade division.

REGULATION VI - TEAM FORMATION AND PLAYER DRAFT SELECTION SYSTEM

OYBI Board of Directors reserves the right to place teams in the most appropriate division of play based on past year performance, player rosters, pre-season tournaments, etc. :

No player may transfer from one team to another once the rosters are finalized. Any player who is found to transfer is not eligible for further participation in league play. Special consideration must be approved by the manager involved and the EXBOD.

ROSTER SIZES – Grades 1st thru 8: 13 players maximum, Grades 9 thru 12: 15 players max. Managers at all levels of play are permitted to assemble a team, either in part or as a complete team roster. For those managers with a partial team roster, the roster must have at least six (6) players to secure a team slot in the league. In addition, in order to be considered a Tournament Division team, a manager must submit a full roster; otherwise the team will be placed into the regular OYB league. This must be done in accordance to all player eligibility requirements as is otherwise required of individual registrants. For those managers with a partial team roster, the following then applies:

ROSTER SIZES (Exception) – OYB reserves the right to allow for an Exemption to the maximum roster size when the following criteria are met: (1) Must be a new/1st time team in OYB, (2) Manager of the team must present reasoning and rationale to the OYB Board of Directors and get approval from the Board, (3) Team will provide their own uniforms, & (4) manager must submit a completed and signed “Maximum Roster Exemption Agreement: with the team roster. Teams that receive the Exemption will not be permitted to add any new players to their roster until the roster falls below the normally mandated player maximum. Furthermore, once the team falls below that maximum, the team will no longer be eligible for an Exemption.

SECTION I – Regular OYB League - GRADES 1 THRU 6

There is no player draft. Partial teams and new teams in this level will have players added to the team or entirely formed by the President and Directors, who will group players by neighborhood into teams.

SECTION II – Regular OYB League - 7TH GRADE & OVER

The Player Draft System is on file in the league office for use as needed.

SECTION III – PLAYER/TEAM ROSTERS (Either in paper form or as directed on-line).

Team packets including rosters are made available to managers early in the year. This practice allows managers to complete and submit their rosters without waiting for open registration date.

REGULATION VII - PLAYING EQUIPMENT

A. PROTECTIVE HEADGEAR - Will be worn while in the on-deck circle, at bat, or a base runner during all games, and while at practice. Players coaching in the baseline coaching boxes are required to wear protective headgear. Such headgear must cover the top of the head and have extended ear flaps which cover both ears, and properly fit the player wearing it. PENALTY: If a player refuses to wear headgear, he shall be removed from the game.

B. CATCHER'S EQUIPMENT - Catchers are required to wear a mask with either the throat guard or the mask with the extended throat guard, chest protector, shin guards, a catcher's mitt, athletic supporter and protective cup. In addition, a protective headgear which covers the top of the head, both ears and properly fits the player, must be worn by any catcher at all times, which includes practices, games, or warming up pitchers. Skull cap type head protectors will not be used by players seven through fifteen years old.

C. METAL CLEATS - ***Metal cleats are allowed in Grades 7 and above. EXCEPTION: Metal cleats are not allowed by pitchers while pitching, when artificial mounds are used.*** They are prohibited in the Grades 1-6 (ROOKIE, MINOR AND MAJOR DIVISIONS).

D. UNIFORMS - OYBI will provide a cap and shirt for each player. Any team providing their own uniforms must have a uniform at least consistent with what OYBI provides to teams and must also be matching within that team. All players will be in complete uniform for all league games. There

will be no exceptions without the consent of the Commissioner and/or an Assistant Commissioner. Violations could result in suspension and/or removal for the remainder of the season.

E. BAT LIMITATIONS (High School and Senior Divisions, Grades 9-12). All bats must not exceed a -3 rating. Example: A 33" bat must weigh at least 30 ounces. If the umpire observes a violation to this regulation, the bat shall immediately be removed from further use in the game. There shall be no penalty to the batter for use of a non-conforming bat, other than prohibition of its use. All play prior to the bat's removal shall stand, including any hit made immediately prior to its removal.

F. THE BAT – There are no limitations in place other than as follows:

- No wood bats are allowed.
- OYBI recommends USSSA approved bats for all OYBI League Divisions.

REGULATION VIII - PLAYING SCHEDULES

Playing schedules of all league games will be coordinated by the league presidents, and the Assistant Commissioner of Scheduling. The Olathe Parks and Recreation Department and/or a party appointed by OYBI will determine if playing fields are not in playable condition due to inclement weather, or other reasons. Once games have been canceled, the affected manager cannot, of their own choosing, decide to play the game despite the official cancellation. All scheduled games must be played. The only acceptable reasons for rescheduling are: (1) Games canceled due to inclement weather, rain, heat, etc., and (2) Unavailability, or failure, of lights prior to, or during, the course of a game. Inability of the manager and/or coach to be at a specific game is not valid reason for canceling a game. The manager is expected to arrange for a replacement in the event of his absence. If a manager is aware that his team will be unable to play a scheduled game that does not qualify to be rescheduled, he shall contact the opposing team's manager, his league president, and the Assistant Commissioner of Scheduling. NOTE: THE HOME PLATE UMPIRE AND BOTH TEAM MANAGERS WILL CONFER IF RAIN OR ADVERSE WEATHER CONDITIONS OCCUR JUST PRIOR TO A GAME. THE DECISION BY TWO OF THE THREE PEOPLE WILL STAND. COMMON SENSE AND SAFETY SHOULD BE THE GUIDELINE FOR POSTPONEMENT. A FORFEIT COULD RESULT IF ONE TEAM FAILS TO SHOW AND NO OFFICIAL DECISION HAD BEEN MADE, OR MUTUAL UNDERSTANDING HAS BEEN REACHED.

REGULATION IX - RULES FOR CITY CHAMPIONSHIPS

A Non-USSSA sanctioned City Championship Tournament will be offered and organized only for Regular OYBI Divisions. The Tournament Division will not have a City Championship Tournament, unless those teams are willing to pay for umpires, game balls and field prep. All City Championships shall be determined by the Board of Directors each year at the last Board Meeting.

ROOKIE LEAGUE CITY CHAMPIONSHIPS may be held at the option of that league's board and with consent of the Commissioner.

REGULAR SEASON RULES APPLY EXCEPT AS SHOWN IN THIS REGULATION

- A. No pitcher shall be allowed to pitch in more than six (6) innings in any two successive tournament games. **(8) innings in a calendar week.**
- B. No pitcher in tournament play shall be allowed to pitch in more innings in one game than allowed during the regular season play.
- C. Games in which an ineligible pitcher or player has been used shall be declared forfeited.

D. Trips to the mound by a manager or coach may not exceed one trip per pitcher in any one inning. The second trip shall automatically result in the removal of that pitcher from the game.

E. A pitcher, once removed from the mound, cannot re-enter as a pitcher.

F. The same run rule and time limit as used in regular season will apply. In the event a game is called before completion, due to weather or light failure, it shall be completed from the point of discontinuance, with respect to the run rule and remainder of time.

G. A Protest Committee of at least a League President or one board member shall be present at tournament games. A manager must immediately claim a violation of a rule, at which time play will be suspended until the Protest Committee has made its decision, based upon information received from managers and umpires and the Committee's observations. The Protest Committee's decision will be final. Umpires and umpire supervisors cannot settle a protest unless they are a Board Member not involved in the game. No protest, except on player's eligibility, will be honored after a game has been completed. Due to time limits the \$100.00 fee will be waived in City Championships, as a City Championship game must be stopped, and play resumed only after the protest has been settled.

H. No byes shall be allowed in tournaments after the first round of play.

I. No tournament team shall play in more than two tournament games per day.

J. The placement of teams for tournament play will be as follows:

1. Each division will have one, two or three flight tournaments within that division, each flight played to a championship.

2. All teams, all ages, all divisions will be seeded based on regular season records.

3. In the event there are an uneven number of teams, byes will be awarded to the highest seeded teams to the extent needed for good bracketing.

K. In all Divisions, the regular season league schedule will have preference for completion before the start of City Championships. City Championships will be double elimination, unless time constraints dictate, they be single elimination.

L. MANDATORY PLAYING RULE: In the Senior Division each player will play a minimum of 2 innings in the field, and one at bat. In all other Divisions, the regular season rule will apply. In the event of an injury or ejection, when all of a team's subs have been played, the opposing manager will be allowed to select any player off that team's bench to fill the empty spot. Any violation of this rule will end in forfeiture of the tournament game.

M. Call-up players will be used as outlined in Call-up Player rules, for City Tournaments as in regular season, except as follows: Call-up players in the same grade group may be used if their regular season team is not and has not played in the City championships. Otherwise call-up players will be from the grade group below. There will not be a call-up list for the City championships. No Olathe sanctioned tournament team or Gold Glove player may be used as a call-up player. A call-up player must be in his regular season team uniform. If not, he will not be allowed to play.

N. Home team will be the highest seeded team and will be in the first base dugout. In the Championship game, the winner bracket team will be the home team. If a second Championship game is needed, the home team will be decided by coin toss and determined at the conclusion of the first game.

O. At no time will a registered Tournament Team play in City Championships in any age group, unless there are 4 or more Tournament Teams and the Tournament Teams pay for Umpires and field prep.

P. At no time will brackets be arranged to let a team play in OYBI City Tournament and an outside tournament.

Q. All managers must notify their league president of their intent to participate in the City Tournament by the Friday closest to the 15th of June. Standings will be used from all games completed by the Sunday prior to the start of the City Tournaments.

REGULATION X (RULE 1.09) THE BALL

The Official or Approved ball for league play will be that ball provided by OYBI. Tournament teams will be provided baseballs by OYBI. Therefore, Tournament Teams may purchase additional baseballs from OYBI at cost.

REGULATION XI (RULE 4.06) DISCIPLINE OF TEAM PERSONNEL

In addition to the rules cited, the OYBI shall provide for the immediate suspension of any league personnel for fighting. The terms of this suspension will be determined by a review board of not more than seven (7) persons appointed by the Commissioner.

A. League personnel ejected from a game for profane or vulgar language, "WILLFULL" equipment throwing, or intentional unnecessary or other unsportsmanlike conduct will automatically be suspended for their team's next game.

B. Batters who "throw" the bat: 1st offense - Team Warning, 2nd offense - Results in batter being called out. EXCEPTION: Anytime the batter throws the bat and strikes the catcher, umpire or any other person it will be considered a dead-ball, batter will be out, and runners will return to their previously occupied base.

C. An ejected player shall remain in the dugout in uniform for the remainder of the game. An ejected manager, coach or other adult assistant(s) must leave the dugout (see also paragraph E. If the ejected player continues to be a disruption, he and his manager will be given a warning. If the disruption continues, the manager will also be ejected. Both the ejected player and manager shall then leave the ball field immediately remaining no closer to the ball field than the parking lot. Furthermore, the umpire could call the game a forfeit due to unsportsmanlike conduct. The ejected player, manager or coach shall serve an automatic one game suspension during the team's next game. During the one game suspension, the ejected personnel cannot be present at the next scheduled game, ***UNLESS the Manager/coach is a players' ride, then they will be allowed to be no closer than the parking lot.***

D. Umpires will notify their Umpire Commissioner of any ejection, and be prepared, upon request, to furnish information either verbally or in a written report.

E. Both managers involved in a game where anyone is ejected, shall contact their League President and the General Manager, and submit a written report on the ejection within 24 hours from the end of the game the ejection occurred.

F. All ejections are subject to further assessment of any additional penalty by the Executive Board. "Any ejected manager or coach shall leave the ball field immediately remaining no closer to the ball field than the parking lot and shall cease all coaching duties (out of sight and sound). During the one game suspension, the ejected personnel cannot be present at the game. Any ejected player shall remain in the dugout in uniform for the remainder of the game. The ejected manager or coach shall serve an automatic one game suspension during the team's next game." A second ejection shall mean the offender must sit out one more game and be subject to possible further penalty from the BOD. The penalty could include suspension for the remainder of the season. When a person is ejected, the league president must be contacted within 24 hours. A written report from both teams

and the umpires involved may be required. In addition, a review of the ejection will be presented to the Commissioner for possible further action. No association member, adult, or player is allowed to pursue any umpire with continued arguments or harassment after the completion of the game. If permanent suspension of a member is deemed necessary, then such suspension must be processed according to Article VI Bylaws.

REGULATION XII (RULE 4.19) PROTESTING GAMES

Initially, it should be clearly understood that all members of the OYBI are urged to take precautions to prevent protests. When a protest situation is imminent, the potential offenders should be notified immediately. EXAMPLE: Should a manager, official scorekeeper, league official or umpire discover that a pitcher is ineligible at the beginning of the game, or will become ineligible during the game, or at the start of the next inning of play, the fact should be brought to the attention of the manager of the team involved. SUCH ACTION SHOULD NOT BE DELAYED UNTIL THE INFRACTION HAS OCCURRED. In all disputed plays, a conference between the umpire-in-chief (plate umpire) and the opposing managers should be used to resolve the dispute, rather than file an official protest, providing the resolution is to the satisfaction of the opposing managers. If a protest is to be filed, the following procedure must be followed:

A. No protest will ever be permitted on judgment decisions.

B. Notice that the game is being played under protest must be filed with the umpire-in-chief, by the manager, immediately at the time of the disputed decision, and before the next pitched ball to the batter. The official scorekeeper must be advised by the umpire-in-chief to record the point at which the protested call occurred.

C. A written report, along with a \$100.00 cash fee, setting forth all the facts of the protest must be filed with the Division President within twenty-four (24) hours of the date of the protest. The fee will be returned if the protest is allowed. Failure to file a written protest will negate the protest. This will be waived in City Championships, as a City Championship game must stop and play resumed only after a protest has been settled.

D. Any three (3) officers of the OYBI, not connected with any of the teams involved, will act as the Protest Committee.

E. Before a decision is made by the Protest Committee, a clarification and interpretation of rules may be secured in writing from an umpire's association.

F. Final decision of protest shall be decided by the Protest Committee.

G. In the event that the Protest Committee does not allow the protest, the completed game stands. No further protest will be allowed.

H. In the event that the protest is allowed, the game must be played to a conclusion from the point of protest based upon the ruling and circumstances determined by the Protest Committee. A representative of the Protest Committee shall attend the resumed game and shall designate the point and circumstances at which the game is to be resumed. Once this has been accomplished, the game shall be turned over to the umpire-in-chief for continuation of play.

As a final point, there has never been a set of rules or laws that are devoid of so called "loopholes". When it becomes apparent to the Protest Committee that a protest is being made on a minor technical point, or a "loophole", contrary to the acceptable practice of fair-play and good sportsmanship, the spirit of the rule(s), as well as the letter of the rules, will be considered in the final analysis.

REGULATION XIII – USSSA STATE TOURNAMENT ELIGIBILITY - DELETED

REGULATION XIV – DETERMINING LEAGUE CHAMPION

The following criteria will be used to determine a league champion:

Won-Loss Record. If tied, then

Head-to-Head. If tied, then

Best Record against Highest Seeded Opponent. If tied, then

Use Next Highest Seeded Opponent. If tied, through all opponents, *then lowest runs allowed through teams' first 10 games.*

FOR THREE TEAM TIES:

Three-team ties will be broken first by best record against each other.

If still a 3 team-tie, best record against the highest seeded opponent will be applied and continued to next highest seed until one team stands alone as league champion.

With the remaining two teams that are tied for 2nd place after establishing one of the three as a league champion, the two-way tiebreaker will be applied to determine 2nd and 3rd place.

In the event that two teams do not complete the same amount of games, and one team has played an odd number of games more or less than the other, the team with the higher winning percentage will be awarded the higher place in the standings. If two teams have a difference of an even amount of games, then winning percentage will not apply and "games back" followed by the normal tie breaking procedure will apply.

REGULATION XV – COACHES CODE OF CONDUCT

Olathe Youth Baseball Inc. is concerned about the conduct of all coaches and umpires during the games at all levels. We want to ensure that games are fair, positive, and enjoyable experiences for all the players and adults involved. To clarify expectations of coach conduct, we expect all coaches to conform to this code of conduct:

Before, during and after the game, is an example of dignity, patience and positive spirit. Before a game, introduce yourself to the opposing coach and to the umpire(s).

During the game, you are responsible for the sportsmanship of your players. If one of your players is disrespectful, irresponsible or overly aggressive, take the player out of the game at least long enough for him to calm down.

During the game, you are responsible for the conduct of the parents of your players. It is imperative to explain acceptable player and parent behavior in a preseason meeting. Encourage them to applaud and cheer for good plays by either team. Discourage them, and you may need to be forceful and direct, from yelling at players and the umpire.

During the game, you are also responsible for the conduct of spectators rooting for your team.

If you have an issue during the game, ask the umpire for a time-out and when granted, discuss it with the umpire calmly and patiently. Never discuss the game with the umpire after the game is over. If you have a major complaint, or you think the umpire was unfair, biased, unfit, or incompetent, report your opinion to an OYB representative. Your reactions will be taken seriously if they are presented objectively and formally.

When the game is over, thank the umpire and opposing coach and ask your players to do the same. Umpires, especially young and inexperienced ones, are like your players and yourself, in that they need time to develop. You can play an important role in helping them to improve by letting them concentrate on the game. You can help by encouraging them, by accepting their inevitable, occasional mistakes. On the other hand, you could discourage and demoralize the umpires by criticizing their decisions by verbally abusing them and inciting or even accepting your own player's overly aggressive behavior.

Your example is powerful, for better or worse. If you insist on fair play, concentrate on your player's enjoyment of the game, and their development, and your support of the umpires, your players, and their parents will notice. If you encourage, or allow your players to play outside the rules, players and parents will notice.

Coaches who do not follow the expectations described will be disciplined or removed.

REMEMBER: We as adults need to be positive role models.

REGULATION XVI - LOCAL RULES

1. HOME TEAM DUG-OUT - The FIRST BASE dug-out shall be the home team dugout, and THIRD BASE dug-out the visiting team.

2. GAME TIMES - When all parties involved are present, e.g. umpires, manager, and players, the games are to begin as scheduled. If the previous game ends early for any reason, the next scheduled game may start early ONLY IF both managers and the umpires agree to do so.

Weekday (Monday thru Friday) Evening games when two games are scheduled:

Game 1 – 6:00 pm

Game 2 – 8:00 pm

NOTE: See paragraphs 3. (A) and 3. (B) below.

Evening or Single game: See paragraph 3. (C) below.

Saturday and Sunday game times: As scheduled

NOTE: See paragraph 3. (D) below.

NOTE: If the start of a game is delayed by the late arrival of an umpire, the 1 hour 45 minute time limit will begin when the first pitch is made.

3. (A). TIME LIMITS - First game: 1 hour 45 minutes during a weeknight. The official start of the game will be 6:00 pm and official ending at 7:45pm. A league official may authorize a delay in the starting time for situations beyond the control of the opposing teams (i.e. weather or late umpires). A new inning cannot be started after 7:45pm. However, an inning in progress at 7:45pm can be completed. NOTE: Next inning starts after the final out of the previous inning.

(B). In the event of a tie game, no new inning will start after the 1 hour 45 minutes time limit. However, an inning in progress can be completed. EXCEPTION: An 8:00pm game, which is still a tie game after the 1 hour 45 minutes time limit has expired but still has time before the city 11:00pm curfew, will be allowed to continue until the curfew time. An inning in progress at curfew can be completed. If the start of a game is delayed past its scheduled start time, due to a prior game ending late, the time limit will begin when the first pitch is made. The start of the game shall not be delayed

providing one or both team's infield practice, warming up the starting pitcher, setting lineups, etc. The umpire-in-chief has the authority to begin the time limit prior to the first pitch if one or both teams are delaying the start of the game, and he feels enough time has been allowed for both teams to be ready to play.

(C). A Single game that is tied will continue play either until 20 minutes prior to the next scheduled game or to the 11:00pm curfew. (Note: A Single game is defined as a game that is not being immediately followed by another scheduled game).

(D). Saturday and Sunday games – 1 hour 45 minutes time limit, which will start at the first pitch. No new inning can be started after the time limit is reached. However, an inning in progress at the end of the time limit can be completed.

(E). In those instances where an inning may be started or has started prior to the "1 hour 45 minutes time limit" rule, the Manager of the trailing team at his option may "concede" the game prior to or during the inning, regardless of who is at bat. The "trailing" Manager shall so notify the umpire that they wish to conclude the game under the "concession" rule. The game shall be treated as a completed game for purposes of compliance with all other league rules (e.g., score, innings pitched, innings played, ejection's, suspensions, etc.) and not as a forfeit. NOTE: This is designed primarily for "lopsided" games where continued play would unduly lengthen the duration of the game and/or unreasonably delay the start of a subsequent game.

4. LINE UP - Starting lineup must be written out and exchanged 15 minutes prior to the start of the game. Both teams will notify each other immediately of substitutions, and make sure changes are noted correctly in both team's scorebooks. All substitutions are to be made between innings or during time outs. Starting lineup must include the team roster (First and Last Name and shirt number). Managers will turn in the names of players present and not present for all games, to the official scorekeeper. The scorebook must list the first and last names and uniform number of all rostered players, present or not. The reason for absences must be noted in the scorebook. (illness, injury, vacation, etc.)

5. SCOREKEEPERS - Home Team Managers will have the full responsibility as the official scorekeeper for all games. It will be his duty to see that the game is recorded correctly. **Official games will be scored in the scorebooks provided by OYBI. Should a protest exist where a copy of the scorebook is necessary, the league can only request a hardcopy of scorebooks.**

6. Batted balls hitting a light pole or electric wire in fair territory above the fence line is a home run.

7. A pitched ball, lodging in the backstop is a dead ball. Runner(s) may advance one base.

8. The dug-out is defined as the fenced area surrounding the player's bench.

REGULATION XVII – THE GAME

RULE 2.00 - AN INNING

That portion of a game within which the teams alternate on offense and defense, and in which there are either three putouts or (5) runs maximum per at bat, whichever occurs first for each team, but only (5) runs will be counted. Each team's time at bat is a half-inning. It will be held that an inning starts the moment the third out is made completing the preceding inning. If the 5th run scores while the ball is still alive and in play, the play should be completed before the inning is considered ended.

Even though the 5 runs per at bat rule may prevent the losing team from winning, the game should be played to completion of the regulation number of innings, OR that grade's time limit.

When the time limit has been reached and the losing team cannot possibly tie or win because of the "5 run per inning rule", the game shall be ended.

RULE 4.10 (a) A REGULATION GAME - A regulation game shall consist of:

- (7) innings for Grades 7 and up, or 1 hour 45 minutes time limit;
- (6) innings for Grades 3 through 6, or 1 hour 45 minutes time limit;
- (6) innings for Grades 1 through 2, or 1 hour 30 minutes time limit.**

Time limit for Grades 1 & 2 are drop dead time limits, meaning that the game will conclude upon conclusion of the current play.

If a game is called due to rain, weather, light failure (in the case of a night game) or to other acts of God, it is a regulation game if:

- (i) (7 INNING GAME): four (4) innings have been completed or if the home team has scored more runs in 3 & ½ innings than the visiting team has scored in four.
- (ii) (6 INNING GAME): three (3) innings have been completed or if the home team has scored more runs in 2 & ½ innings than the visiting team has scored in three.

If a game is terminated after becoming a regulation, game, while an inning is in progress, any runs scored that inning or fraction thereof will not count. The final score shall revert back to the last completed inning or last completed half (1/2) inning if the home team leads, but no further than the definition of a regulation game. Games that cannot be declared a regulation game by the Rules shall be a suspended game. Refer to the Major League Rules regarding suspended games. NOTE: An inning begins the instant the last out of the previous half inning is made. EXCEPTION: An **8:00pm game**, which is still a tie game after the **1 hour 45 minutes** time limit has expired but still has time before the city 11:00pm curfew, will be allowed to continue until such curfew time. An inning in progress at curfew can be completed.

Games that are tied upon the completion of the scheduled innings shall continue as an extra-inning game in accordance with established rules or until the time limit comes into effect. An inning begun before the expiration of the time limit will be allowed to continue until completion. In those instances, where an inning may be started or has started prior to the **1 hour 45 minutes** time limit rule, the Manager of the trailing team at his option may "concede" the game prior to or during the inning, regardless of who is at bat. The "trailing" Manager shall so notify the umpire that they wish to conclude the game under the "concession" rule. The game shall be treated as a complete game for purposes of compliance with all other league rules (e.g., score, innings pitched, innings played, ejection's, suspensions, etc.) and not as a forfeit. NOTE: This is designed primarily for "lopsided" games where continued play would unduly lengthen the duration of the game and/or unreasonably delay the start of a subsequent game.

RULE 4.10(a) - MERCY RUN RULE

FOR ALL Recreation divisions ONLY- 5 runs maximum per inning (an at bat). When the time limit has been reached and the team behind in runs cannot possibly tie or win because of the "5 runs per inning rule, the game will be ended."

A league game will be terminated when one team is ahead of the other by 15 runs after 3 innings, 12 runs after 4 innings, or 8 runs after 5 innings. Also, a game shortened by this rule is declared official. Managers are encouraged to make sure all substitutions are put into the game after 1 hour of playing time, in order to give all players an equitable share of playing time in this situation.

RULE 4.10(d) - TIE GAME

Grades 3 and over-Games that are tied at the end of regulation play, or time limit, will be allowed only ONE inning to attempt to decide a winner. The inning will be played under California tie-breaker rules: Each half inning will begin with 1) ONE OUT 2) runner at 2nd base (last batted out from the previous inning). If the game is still tied after both teams have batted the game will be declared a tie. Grades 1 and 2 will play to TIME LIMIT ONLY (no extra inning).

In the case of a "tie game" the results are entered into league records as a "tie game" and are so indicated in the standings. After the regular season is concluded, if the tie game affects first or second place of either team involved, the game will be completed from the point of the tie, or if a complete game, as if an extra-inning game. Pitching eligibility for the re-play is determined according to the calendar week in which the game is re-played. If the tie game did not affect first or second place standings, it remains as originally recorded.

RULE 4.12(b) - SUSPENDED GAMES - Games that cannot be declared a regulation game by the Rules shall be a suspended game. Refer to the Major League Rules regarding suspended games. All such games, regardless of inning, shall be resumed from the point of suspension, and played to the completion of the game's scheduled number of innings, or the remainder of the original time limit.

RULE 4.15(a) GAME START UP - All teams must start with at least 8 players AND finish with NO LESS than 8. There will be no automatic out for batting order of less than nine players, and late arriving players will be added to the end of the batting order. There will be no grace period. Games will start on time. There will be no delay from scheduled game time in order for teams to practice. Managers are not allowed to "cancel out" games at their discretion. There will be no grace period allowed merely to wait on key players. To begin a game, there should generally be 2 official umpires. Games may begin up to (10) ten minutes early, only if both Managers agree, and the umpires are on the field.

REGULATION XVIII - PITCHING, PITCHERS & PITCHING LIMITATIONS

RULE 8.01 - THE PITCHER - Official Baseball rules apply, and state that the pitcher must take signs from the catcher while standing on the rubber. PENALTY - After a warning by the umpire, on the next offense, the pitcher shall be removed from the mound, as a pitcher, for the remainder of the game. EXCEPTION: Minor Division (3rd & 4th Grade) pitchers are recommended, but not required to take signs from their catcher. **Pitchers are ONLY ALLOWED to wear PRESCRIPTION glasses/sunglasses. Umpires will have the authority to have the pitcher remove any NON-prescription glasses, sunglasses (mirror/reflective) in question. Pitchers, if wearing a white shirt under their jersey, MUST roll the sleeves up above the elbow so there is no confusion with the white baseball.**

RULE 8.03 -When a starting pitcher takes his position at the beginning of the game, or when a relief pitcher enters, he shall be permitted to pitch no more than 8 preparatory pitches to his catcher. Any

returning pitcher shall be permitted to pitch a maximum of 5 preparatory pitches OR ONE (1) MINUTE. This rule is designed to keep the players hustling therefore maximizing playing time.

RULE 8.06 – TRIPS TO THE MOUND

A manager or a coach can make only one trip to the mound per pitcher in any one inning without removing that pitcher. The second trip will result in the removal of that pitcher. Anytime coach or manager proceeds across the foul lines, or has a conference with another player for the purpose of relaying information to the pitcher, it will count as a "trip to the mound." This liberal trip rule is designed to foster an instructional environment for pitchers. However, it should be used judiciously. If an umpire interprets the number of trips to the mound to be excessive, he may invoke Delay of Game Rule 4.15.

PITCHING LIMITATIONS

A. A pitcher shall be allowed to pitch up to a limit of eight (8) innings in a calendar week. A pitcher shall be allowed to pitch up to a limit of (4) innings in a game. However, he may only pitch (6) six innings in any two successive games, regardless of the calendar week limitation. A calendar week is Monday through Sunday. NOTE: Forfeited or rained-out game(s) do not count as a game played in regard to pitching eligibility. Example: A pitcher pitches 4 innings on Monday, next game is forfeited or rained-out on Wednesday, the pitcher then has as many as 2 innings left to pitch in his next game. For the purpose of this rule, each out shall count as 1/3 of an inning. Games, in which an ineligible pitcher has been used as specified above, shall be declared forfeited.

B. Violation of any section of this regulation can result in a protest of the game in which it occurs. A protest shall be made in accordance with Regulation XIII, rule 4.19 PROTESTING GAMES.

C. The withdrawal of an ineligible pitcher after that pitcher is announced, but before a ball is pitched, shall not be considered a violation.

D. Innings pitched in games declared "no contest" or "regulation drawn games", shall be charged against a pitcher's eligibility for that week. If resumed in the following week, or weeks, the pitcher of record may continue up to six (6) innings, or to the extent of remaining eligibility for a calendar week.

E. Pitchers eligibility for canceled games:

a. A pitcher's eligibility for the resumption of a suspended game during the same calendar week shall not change. Total innings per week will remain the same.

b. If a suspended game is continued in a week other than the originally scheduled game, the pitcher is subject to rules "A through E in this section (pitching limitations).

A PITCHING ELIGIBILITY CHART or an equally informational entry in the scorebook shall be kept by all teams, showing pitcher's name, day, and date of each game pitched, and number of innings pitched per game. Charts are to be made available to League Officials upon request. Team managers will meet before the game to learn of each other's available pitchers, and at the completion of the game, the managers, or their scorekeepers, will meet to update and co-sign each teams chart. PENALTY FOR FAILURE TO MAINTAIN AND PRESENT PITCHING CHARTS: (A) First and Second Violations-Manager will receive a warning and be reminded of this responsibility. (B) Any additional violation will result in a one game suspension; and the League President and Director will review the manager's status for possible further discipline. NOTE: Failure to maintain the Pitching Chart places the manager in jeopardy of being able to verify the eligibility of his pitchers.

A pitcher, once removed from the mound, cannot re-enter as a pitcher.

REGULATION XIX - PLAYER PARTICIPATION

RULE 3.03 – SUBSTITUTIONS

A pitcher, once removed from the mound, cannot re-enter as a pitcher

COURTESY RUNNER FOR PITCHER/CATCHER

At any time, the catcher or pitcher is a base runner, a courtesy runner may be used so that the catcher or pitcher can return to the dugout to put his catcher's equipment on or the pitcher can be ready to take the mound. The catcher/pitcher is the catcher/pitcher from the previous half inning unless the new pitcher/catcher was announced prior to his coming to bat. The courtesy runner shall be the player who made the last batted out.

RULE 3.19 - MANDATORY PLAYING RULE

Each player must be played a minimum of three full innings in the field (9 defensive outs) in each game. Substitutes must enter the game by the beginning of the 3rd inning.

PENALTY - A manager's misuse or violation of this rule will subject the manager to possible dismissal as a manager, and/or forfeiture of the game. The first violation will result in the player(s) offended being played for the entire following game. The second violation will result in the player(s) offended being played for the entire following game, and the manager will be placed on a one game suspension. The third violation will result in the player(s) offended being played for the entire following game; the manager will be suspended for the remainder of the season and lose eligibility to participate in the program the following season. During play-off or tournament games, failure to comply with these rules will result in forfeiture of the game.

As a matter of normal participation, players are expected to attend practices as well as games. In the event a manager feels a player is not practicing enough to warrant playing in games, the following course of action is recommended:

1. When it becomes apparent that there is an attendance problem, the manager should discuss the matter with the player and parents to see if the situation can be resolved. It should be mentioned at this time that continued absenteeism could affect his game playing status.

2. If the problem continues, and the manager determines that he must withhold the player from a game, the player and parents should be notified prior to that game. In addition, the Player Agent and the opposing team manager should be notified prior to the game. This action having been taken; the provisions of the mandatory playing rule will not apply to this player.

RULE 6.01(a) - BATTING ORDER

Every player of the offensive team will be in the batting order and will bat in the order that his name appears. If, for any reason, a player must be removed from the game while in the field or at bat and his batting position becomes vacant, the next batter in the order, and all behind him, advance one position. If a player is at bat and is injured, and has to be removed from the game, the next player in the batting order will assume the "count" of the "removed" player. Player(s) arriving after a team's first batter has been to bat are added to the bottom of the order.

REGULATION XX – INTENTIONAL WALK

An intentional walk shall be automatic, meaning no pitches need be thrown.

REGULATION XXI - SLIDE RULE (RULE 7.08 RUNNER IS OUT)

THERE IS NO MANDATORY SLIDE RULE, HOWEVER, a base runner shall be called out on any close play when failure to slide or avoid contact prevents the fielder from continuing the play, or places either player in jeopardy of injury. If, in the judgment of the umpire the contact was intentional, the player may be ejected from the game.

REGULATION XXII - TOURNAMENT DIVISION

The OYBI Tournament Division will follow Official Baseball Rules, and all the Rules, Regulations and Exceptions to rules as addressed in the OYBI rulebook.

Please also refer to the Tournament Division Chart on page 35 of the OYBI rule book for a summary of the Tournament Division rules.

BAT RESTRICTIONS

OYBI Tournament division teams are required to use USSSA approved and stamped bats during league play. Wood bats are not permitted. Any bat found to be non USSSA approved will be immediately removed, but no action that occurred with the bat will be reversed. Multiple offenses by coaches/teams may result in Manager disciplinary action.

Exceptions to Official Baseball rules are noted below.

3RD GRADE SPECIFIC EXCEPTIONS:

- 1) Base runners. Stealing is permitted, but there will be no leadoffs. Base running rules and regulations will follow OYB 3rd Grade Base Runner rules 7.13 & 7.13(a) as detailed on pages 27 & 28 of the OYB rule book.
- 2) Dropped third strike will not be applicable and will follow rule 6.05 as detailed on page 27 of the OYB rule book.

PITCHING

Pitching and pitching limitations detailed and outlined in Regulation XVIII of the OYB rule book will be applicable for all grades with the following exceptions.

3rd and 4th Grade Pitching Limitations:

A pitcher shall be allowed to pitch up to a limit of eight (8) innings in a calendar week. A pitcher shall be allowed to pitch up to a limit of (3) innings in a game, and only pitch (6) six innings in any two successive games.

MERCY RULE

15 runs after 3 innings, 12 runs after 4 innings, & 8 runs after 5 *innings*, as indicated in rule 4.10(a) under Regulation XVI on page 16 of the OYB rule book.

COURTESY RUNNER FOR PITCHER or CATCHER

At any time, the catcher or pitcher is a base runner, a courtesy runner may be used so that the catcher or pitcher can return to the dugout to put his catcher's equipment on or the pitcher can be ready to take the mound. The catcher/pitcher is the catcher/pitcher from the previous half inning unless the new pitcher/catcher was announced prior to his coming to bat. The courtesy runner shall be the player who made the last batted out.

RUN LIMIT PER INNING

The Tournament Division will not have a maximum run per inning limit.

REGULATION XXIII - FALL BALL

The overall philosophy of Fall Ball is to provide another opportunity for players to play ball in a format somewhat less structured than is normally associated with the summer league. The following establishes the framework for the OYBI Fall Baseball Program. It includes General Information, Team Formation and Game Rules.

GENERAL INFORMATION

1. No records of wins, losses, or standings, will be kept.
2. No championships will be setup or played for.
3. Teams will normally be scheduled for a 10-game schedule over a six week period
4. Practices should be limited to 1-2 per week, since school will be in session.
5. Equal playing time, while not a rule, is a fundamental precept, get all the kids involved and arrange for equal playing time.
6. ***Uniforms, consisting of a t-shirt and hat, WILL BE PROVIDED by OYB.***

TEAM FORMATION

Teams will be formed as follows:

1. Teams will be formed on the basis of age and/or grade levels for the upcoming school year. For example, summer 1st grade will play as 2nd; summer grade 2nd will play as 3rd, and so on.
2. There will not be a tryout or draft for the formation of teams.
3. Teams for players grade 1 thru 12 will be solicited by the Fall Ball program.
4. Each grade division will play by the next grade division league rules during Fall Ball, i.e., 3rd grade summer players will play by 4th grade rules.
5. Managers may form a team from a summer team or a combination of summer teams.
6. If a manager forms a team, or a partial team, (6 player roster), it will be the manager's responsibility to register his players as a group, partial rosters will be filled as per paragraph 7.
7. Individual registrations (grade 1 thru 12) will also be offered, and these players will be assigned to teams by Fall Ball administrators to fill rosters.
8. Fall Ball rosters are independent of summer team affiliations.
9. Grade 9 thru 12 must be aware of KSHSAA rules on High School players, number of players playing on the same team.

GAME RULES:

1. Forfeits will be in effect for not being able to field a team within 15 minutes of the scheduled game time. If you are short players, you may call up players from other Fall Ball teams in the same

age division. No additional time will be added to the game's time limit while the team that is short players is waiting for a player to arrive or is searching for an approved player.

2. Pitchers are limited to three innings per game.

3. All team batting order will be the team roster. Players arriving after the game has started will be added to the bottom of the batting order.

4. Free substitution will apply, except when a pitcher cannot return to the mound after he has been relieved.

5. ***An inning shall consist of three outs or five runs only, whichever comes first.***

6. There is no Mercy Rule.

7. Rainouts may or may not be made up, depending upon field availability.

8. A regulation game for 1st grade league is 1 hour and 20 minutes (drop dead meaning at 1 hour and 20 minutes game will end at the conclusion of the current play). A regulation game for 2nd grade is 1 hour and 30 minutes (drop dead at the conclusion of the current play). A regulation game for 3rd grade and above is 1 hour 45 minutes (drop dead, at the conclusion of the last at bat). If the last batter of the game receives a base on balls or is hit by a pitch, the game will be immediately declared over. No pitch shall be delivered and there will be no further play. Check with umpire on the start time before the game.

9. No protests will be allowed during the Fall Ball season.

10. THERE IS NO MANDATORY SLIDE RULE, HOWEVER, a base runner shall be called out on any close play when failure to slide or avoid contact prevents the fielder from continuing the play, or places either player in jeopardy of injury. If, in the judgment of the umpire the contact was intentional, the player may be ejected from the game.

11. Trips to the Mound - Regular season rules apply as per age group.

12. A courtesy runner for the catcher is allowed at any time. The courtesy runner shall be the player who made the last batted out.

SPECIAL PLAYING RULES, ROOKIE DIVISION (1ST AND 2ND GRADE Leagues)

ROOKIE DIVISION GAMES shall be played according to the Official Baseball Rules 1.00 to 8.06, with the following exceptions: In case of any conflict between the rules of the OYBI and the Official Baseball Rules, the OYBI rules shall have precedence.

THIS DIVISION WILL HAVE SEPARATE LEAGUES FOR 1st and 2nd GRADES. Due to registration numbers, it may be necessary to schedule games involving 1st and 2nd grade teams playing each other. When this occurs, the playing rules as are follows in this Section 1.

SECTION 1 (Rules for games WHEN GRADES 1 AND 2 ARE PLAYING EACH OTHER)

It will be Coach Pitch with coach pitching to his own team, refer to paragraph B under Grade 1.

SECTION 2 – (Rules for games WHEN TEAMS OF THE SAME GRADE ARE PLAYING EACH OTHER.)

Time limit will be 1 hour, and 30 minutes drop dead time meaning game will end at the conclusion of the current play.

Teams will bat the entire line-up. There will be no bunts and no base stealing.

PITCHING LIMITATIONS (1st Grade) -

A. Adults will pitch. Each team will provide a coach who will pitch to players on his own team. Adult pitcher must limit coaching to the batter only while on the field.

B. A maximum of (8) pitches will be allowed per batter. If after (8) pitches, the batter has not hit the ball into fair play, he will be called out. No balls or strikes will be called. The umpire will be responsible for count of the pitches.

C. The defensive pitcher (player) must stand within 10 feet of the adult pitcher (coach) but not in front of the adult pitcher, until the ball is hit. If the adult pitcher interferes with a live ball, it will result in the batter being out, and all base runner(s) must return to their base(s).

D. Pitcher-coach must maintain contact with the pitcher's plate on delivery of the pitch.

PITCHING LIMITATIONS (2nd Grade) -

A. Player-pitcher will pitch to each batter until the batter has completed a regulation at bat. If the batter receives a base on balls, he will remain at the plate and the adult coach/pitcher will pitch up to an additional three pitches. At this point, if the batter has not reached base, he will be out. If batter is hit by a pitch thrown by the player-pitcher, unless he is unable to continue to play due to being hit by the pitch, the adult coach-pitcher will become the pitcher at this time and will pitch up to an additional three pitches. If the batter is unable to continue to play, he will return to the dug-out, and the next batter in the order will come to the plate. The injured player may return to the game at any time and will hit in his original batting order.

B. Adult pitcher will pitch to players on his own team, and must limit coaching to the batter only, while on the field.

C. Balls and strikes will be called only while the player-pitcher is pitching. **The strike zone shall be that area over home plate, to include the black beveled edge on the outside, and the black beveled edge plus a ball's width on the inside, which is from under the chin to the top of the knees when the batter assumes a natural stance.** The umpire shall determine the strike zone according to the batter's natural stance when the batter swings at the pitch.

D. Same as in 1st Grade rule above.

E. **Player-pitcher may pitch a maximum of two innings per game, they are not required to be consecutive.** There will be no limit on innings per week, nor any rest period between games.

F. Any player-pitcher who hits three batters by pitches, will be removed from the game as a pitcher, but may play any other defensive position.

RULE 1.01 - Defensive team will field ten (10) players, (4 outfielders). Outfielders will station themselves at an area normally associated with playing their position. Defensive team is allowed to have ONLY ONE adult coach to be in the outfield to assist his fielders. He must remain in an area BEHIND the infield players and at no time inside the baselines.

The defensive team should be the team providing the **ADULT CATCHER. The ADULT CATCHER MUST limit his coaching to the CATCHER ONLY. Failure to comply may result in the adult catcher being restricted to the dugout.**

RULE 1.04 - THE PLAYING FIELD DIMENSIONS

A. Home to 2nd Base	84 feet 10 inches
B. Base Line Length	60 feet
C. Pitching Distance	40 feet

RULE 1.12 - CATCHERS MITT (The use of a catcher's mitt is optional)

RULE 2.00 - DEFINITION OF TERMS

- A. BALK - There shall be no Balk in the Rookie Division.
- B. BUNT - Bunt(s) are not allowed in Rookie Division play.
- C. INFIELD FLY - There shall be no Infield Fly in the Rookie Division.
- D. WALK (BASE ON BALLS) - NO WALKS ARE PERMITTED.

STRIKE ZONE (2nd Grade only, since balls and strikes are not called in 1st Grade) - That area over home plate, to include the black beveled edge, which is from under the chin to the top of the knees when the batter assumes a natural stance. The umpire shall determine the strike zone according to the batter's usual stance when that batter swings at a pitch.

RULE 3.03 - ROOKIE DIVISION HAS FREE SUBSTITUTION.

RULE 5.08(a)-A THROW (1st Grade only)

If a throw is made to or in the infield, including the pitcher, whether the infielder catches it or not, the runner shall be allowed to advance no further than the base he/she is attempting, but at his/her own risk. The ball will be called dead and will be returned to the pitcher.

EXAMPLE: If there is a runner at 2nd base, and the ball is hit to shortstop, the shortstop fields the ball, runner at second tries to advance to third, shortstop throws the ball to third, the third baseman misses the ball, the runner cannot advance any further than third base. The batter may advance no further than first base, since a throw occurred.

EXAMPLE: Any ball thrown from the outfield toward the infield will be considered a throw.

RULE 5.08(b) - A PLAY (1st Grade only)

After a defensive play is made on a runner or batter runner, the runners and batter runner shall be allowed to advance no further than the base he/she is attempting when the play is made. The ball will be called dead and will be returned to the pitcher.

EXAMPLE: If there is a runner at 1st and 2nd base, and the ball is hit to shortstop, the shortstop fields the ball cleanly, shortstop goes to 2nd base to make a play on the runners advancing to that base, the runner achieving 3rd base cannot advance any further than third base. The batter may advance no further than first base, since a play occurred.

EXAMPLE: Any attempt to tag a runner or base will be considered a play.

RULE 5.08(c) - OVERTHROW (2nd Grade only)

Runners will ONLY ADVANCE ONE BASE on an overthrow of FIRST and SECOND base, at their own risk. On an overthrow of THIRD base, runners WILL NOT be allowed to advance. On

ANY THROW that goes "OUT OF PLAY", play will become dead and ALL RUNNERS will advance ONLY ONE BASE.

EXAMPLE: Batter runner is trying to stretch a single into a double. The defense overthrows second base and the runner attempt to advance to third base. **The defense overthrows third base, the runner MAY NOT ADVANCE and MUST STAY at third base.**

RULE 5.10 - AN INJURED PLAYER

The umpire shall call "time" when any player is injured on a play. The ball becomes dead, and runner(s) will be advanced one base.

RULE 6.05 – A 2ND GRADE LEAGUE BATTER IS ALSO OUT WHEN -

A third strike caught or not caught by the catcher.

RULE 7.01 - NO BASE STEALING

A runner acquires the right to an unoccupied base when that runner touches it before being put out. The runner is then entitled to it until put out or forced to vacate it for another runner legally entitled to that base. **RUNNER(S) may only advance on a batted ball, runners may not advance on a hit batsman.** BASE STEALING IS PROHIBITED. A runner must remain on base until the ball is hit. If a runner is off base before the ball is hit, he/she will be out. Play will not stop until the play is over. If it is the third out, no runs will score. If a runner is off base and the ball is not hit into play the umpire will warn the player and coaches of a possible infraction and the runner is not considered out until the ball is hit into play.

**SPECIAL PLAYING RULES, MINOR DIVISION
(3rd and 4th Grade Leagues)**

MINOR DIVISION GAMES shall be played according to the Official Baseball Rules

1.00 to 8.06, with the following exceptions: In case of any conflict between the rules of the OYBI and the Official Baseball Rules, the OYBI rules shall have precedence.

THIS DIVISION WILL HAVE SEPARATE LEAGUES FOR 3RD AND 4TH GRADES

RULE 1.04 - THE PLAYING FIELD DIMENSIONS

A. Home to 2nd base-84 ft. 10 in. B. Base Line length-65 ft. C. Pitching Distance-46 ft.

RULE 6.05-Batter is OUT WHEN:

(c) a third strike is caught or not caught by the catcher.

RULE 7.13 – BASE RUNNERS

When a pitcher is in contact with the pitcher's plate and in possession of the ball, and the catcher is in the catcher's box ready to receive delivery of the ball, base runners shall not leave their bases until the ball has been released by the pitcher. A violation by one base runner shall affect all other base runners.

A. When a base runner leaves the base before the pitched ball has been released by the pitcher, and the batter does not hit the ball, the runner is permitted to continue. If a

play is made on the runner and the runner is put out, the out stands. If the runner safely reaches the base to which advancing, that runner must be returned to the base occupied before the pitch was made, and no out results.

B. When a base runner leaves a base before the pitched ball has been released by the pitcher and the batter hits the ball, the runner or runners, are permitted to continue. If a play is made and the runner/runners are put out, then the out or outs will stand. If not put out, the runner or runners must return to the original base, or bases, or to the unoccupied base nearest the one that was left. In no event shall the batter advance beyond first base on a single or error, second base on a double, or third base on a triple. The umpire-in-chief shall determine the base of value of the hit ball.

C. When a runner leaves the base before the pitched ball has been released by the pitcher, and the batter bunts or hits a ball within the infield, no run shall be allowed to score. ***If three runners were on the bases (bases loaded) and the batter reaches first base safely, each runner shall advance to the base beyond the one they occupied at the start of the play EXCEPT THE RUNNER WHO PREVIOUSLY OCCUPIED 3RD BASE, WHO WILL BE CALLED OUT AND NO RUN SCORED.***

D. The runner, or runners, will be allowed to continue to advance beyond 3rd base while the ball is live unless the runner pauses before proceeding home after rounding 3rd base. If the runner pauses after rounding 3rd base and there is a defensive overthrow after the runner has paused the runner will not be allowed to advance home. If the runner rounds 3rd base and pauses the runner does so at his own risk, if a defensive play is made and the runner is thrown out, he will not be allowed to return to 3rd base.

RULE 7.13(a) – BASE RUNNER AT THIRD BASE

For 3RD Grade division only – A RUNNER AT THIRD BASE, starting with the pitch, will be allowed to advance home on these such instances ONLY 1) there is a batted ball 2) bases are loaded and he is forced in by a walk or the batter is hit by a pitch 3) when a balk is issued.

RULE 8.05 - BALK

In the MINOR DIVISION the only conditions for which a balk can be called are:

If there is a runner, or runners, it is a balk when:

A. The pitcher, while touching the rubber, makes any motion naturally associated with the pitch and fails to make such delivery.

B. The pitcher makes any motion naturally associated with the pitch while not touching the pitcher's plate.

NOTE: A balk shall only be called on the second offense of any of the above conditions. The first offense will result in a warning to the pitcher, and an explanation to him of what is wrong.

SPECIAL PLAYING RULES, MAJOR DIVISION (5th and 6th Grade League)

MAJOR DIVISION GAMES shall be played according to the Official Baseball Rules

1.00 to 8.06, with the following exceptions: In case of any conflict between the rules of the OYBI and the Official Baseball Rules, the OYBI rules shall have precedence.

PITCHING LIMITATIONS

A. A pitcher shall be allowed to pitch up to a limit of eight (8) innings in a calendar week. A pitcher shall be allowed to pitch up to a limit of (4) innings in a game. However, he may only pitch (6) six innings in any two successive games, regardless of the calendar week limitation. A calendar week is Monday through Sunday. NOTE: Forfeited or rained-out game(s) do not count as a game played in regard to pitching eligibility. Example: A pitcher pitches 4 innings on Monday, next game is forfeited or rained-out on Wednesday, the pitcher then has as many as 2 innings left to pitch in his next game. For the purpose of this rule, each out shall count as 1/3 of an inning. Games, in which an ineligible pitcher has been used as specified above, shall be declared forfeited.

B. Violation of any section of this regulation can result in a protest of the game in which it occurs. A protest shall be made in accordance with Regulation XIII, rule

4.19 PROTESTING GAMES.

C. The withdrawal of an ineligible pitcher after that pitcher is announced, but before a ball is pitched, shall not be considered a violation.

D. Innings pitched in games declared "no contest" or "regulation drawn games", shall be charged against a pitcher's eligibility for that week. If resumed in the following week, or weeks, the pitcher of record may continue up to six (6) innings, or to the extent of remaining eligibility for a calendar week.

E. Pitchers eligibility for canceled games:

a. A pitcher's eligibility for the resumption of a suspended game during the same calendar week shall not change. Total innings per week will remain the same.

b. If a suspended game is continued in a week other than the originally scheduled game, the pitcher is subject to rules "A through E" in this section (pitching limitations).

A Pitching Eligibility Chart or an equally informational entry in the scorebook shall be kept by all teams showing pitcher's name, day and date of each game pitched, and number of innings pitched per game. Team managers will meet before the game to learn of each other's available pitchers. At the completion of the game, the managers or their scorekeepers will meet to update and co-sign each teams chart. PENALTY FOR FAILURE TO MAINTAIN AND PRESENT PITCHING CHARTS: (A) First and Second violations- Manager will receive a warning and be reminded of this responsibility. (B) Any additional violation will result in a one game suspension, and the League President and Director will review the manager's status for possible further discipline.

NOTE: Failure to maintain the Pitching Chart places the manager in jeopardy of being able to verify the eligibility of his pitchers.

RULE 1.04 THE PLAYING FIELD DIMENSIONS

A. Home to 2nd base	98.99 feet	C. Pitching Distance	50 feet 6 inches
B. Base line length	70 feet	D. Height of Mound	8 inches

RULE 3.03 – SUBSTITUTIONS

A pitcher, once removed from the mound, cannot re-enter as a pitcher. If a player re-enters illegally as a fielder, or runner, there is no penalty except that he must be removed from the game immediately when discovered.

RULE 3.19 - MANDATORY PLAYING RULE

Each player must be played a minimum of three full innings in the field (9 defensive outs) in each game. Substitutes must enter the game by the beginning of the 3rd inning.

PENALTY - A manager's misuse or violation of this rule will subject the manager to possible dismissal as a manager, and/or forfeiture of the game. The first violation will result in the player(s) offended being played for the entire following game. The second violation will result in the player(s) offended being played for the entire following game, and the manager will be placed on a one game suspension. The third violation will result in the player(s) offended being played for the entire following game; the manager will be suspended for the remainder of the season and lose eligibility to participate in the program the following season. During play-off or tournament games, failure to comply with these rules will result in forfeiture of the game.

As a matter of normal participation, players are expected to attend practices as well as games. In the event a manager feels a player is not practicing enough to warrant playing in games, the following course of action is recommended:

1. When it becomes apparent that there is an attendance problem, the manager should discuss the matter with the player and parents to see if the situation can be resolved. It should be mentioned at this time that continued absenteeism could affect his game playing status.

2. If the problem continues, and the manager determines that he must withhold the player from a game, the player and parents should be notified prior to that game. In addition, the Player Agent and the opposing team manager should be notified prior to the game. This action having been taken; the provisions of the mandatory playing rule will not apply to this player.

RULE 4.10 A REGULATION GAME

A Major Division (Grades 5 and 6) game shall consist of six (6) innings, or the **1 hour, 45-minute** time limit. ***If a game is called due to rain, weather, light failure (in the case of a night game) or to other acts of God, it is a regulation game if: three (3) innings have been completed or if the home team has scored more runs in 2 1/2 innings than the visiting team has scored in three. If a game is terminated after becoming a regulation, game, while an inning is in progress, any runs scored that inning or fraction thereof will not count. The final score shall revert back to the last completed inning or last completed half (1/2) inning if the home team leads, but no further than the definition of a regulation game.*** Games that cannot be declared a regulation game by the Rules shall be a suspended game. Refer to the Major League Rules regarding suspended games. **NOTE:**

An inning begins the instant the last out of the previous half inning is made. Therefore, where reference in official Baseball Rules, here or elsewhere, is made to nine innings, substitute the word "six" for "nine". "Games that are tied at the end of six innings shall continue as an extra-inning game in accordance with established rules, **or until the 1 hour 45-minute** time limit comes into effect. An inning begun before the expiration of the time limit will be allowed to continue until completion."

EXCEPTION: An **8:00pm game**, which is still a tie game after the **1 hour 45-minute** time limit has expired but still has time before the city 11:00pm curfew, will be allowed to continue until such curfew time. An inning in progress at curfew can be completed.

In those instances where an inning may be started or has started prior to the **1 hour 45-minute** time limit rule, the Manager of the trailing team at his option may "concede" the game prior to or during the inning, regardless of who is at bat. The "trailing" Manager shall so notify the umpire that they wish to conclude the game under the "concession" rule. The game shall be treated as a complete game for purposes of compliance with all other league rules (e.g., score, innings pitched, innings played, ejection's, suspensions, etc.) and not as a forfeit. **NOTE:** This is designed primarily for "lopsided"

games where continued play would unduly lengthen the duration of the game and/or unreasonably delay the start of a subsequent game.

RULE 4.10(a) - MERCY RUN RULE

FOR RECREATION DIVISION ONLY - 5 runs maximum per inning (an at bat).

For all games whether Recreation or Competitive Divisions:

A 6 inning league game will be terminated when one team is ahead of the other by 15 runs after 3 innings, 12 runs after 4 innings, or 8 runs after 5 innings. Note: In enforcing this rule, the home team shall not bat if the mercy requirement is met prior to the bottom half of the listed inning. Also, a game shortened by this rule is declared official; however, the teams at their discretion may continue to play until time limit for practice purposes. The use of this rule will waive the mandatory playing rule for that game only. Managers are encouraged to make sure all substitutions are put into the game after 1 hour of playing time, in order to give all players an equitable share of playing time in this situation.

RULE 4.10(d) - TIE GAME

In case of a "tie game" the results will be entered into league records as a "tie game" and will be indicated as such in the standings. After the regular season is concluded, if the tie game affects first or second place of either team involved, the game will be re-played as a new game. Pitching eligibility for the re-play will be determined according to the calendar week in which the game is re-played. If the tie game did not affect first or second place standings, it remains as originally recorded.

RULE 4.12(b) - SUSPENDED GAMES

Games that cannot be declared a regulation game by the Rules shall be a suspended game. Refer to the Major League Rules regarding suspended games. All such games, regardless of inning, shall be resumed from the point of suspension and played to the completion of six innings, or the remainder of the original 1 hour, 45 minute time limit.

RULE 4.15(a) GAME START UP

All divisions shall play if both teams have at least eight players. There will be no automatic out for batting order of less than nine players, and late arriving players will be added to the end of the batting order. There will be no grace period. Games will start on time. There will be no delay from scheduled game time in order for teams to practice. Managers are not allowed to "cancel out" games at their discretion. There will be no grace period allowed merely to wait on key players. To begin a game, there should generally be 2 official umpires. In the event only one official umpire is present, a substitute umpire will be selected, and must be acceptable to both managers. If both official umpires are absent, a member of the Board will be selected first, to officiate: if not available, a person selected and approved by both opposing managers will be chosen. If the start of a game is delayed by the late arrival of an umpire, the **1 hour 45 minute** time limit will begin when the first pitch is made.

RULE 6.01(a) - BATTING ORDER

Every player of the offensive team will be in the batting order and will bat in the order that his name appears. If, for any reason, a player must be removed from the game while in the field or at bat and his batting position becomes vacant, the next batter in the order, and all behind him, advance one position. If a player is at bat and is injured, and has to be removed from the game, the next player in the batting order will assume the "count" of the "removed" player. Player(s) arriving after a team's first batter has been to bat are added to the bottom of the order.

RULE 8.01 - THE PITCHER

American League Rule applies: The pitcher must take signs from the catcher while standing on the rubber. PENALTY - After a warning by the umpire, on the next offense, the pitcher shall be removed from the mound, as a pitcher, for the remainder of the game.

RULE 8.03 - When a starting pitcher takes his position at the beginning of the game, or a relief pitcher enters the game, he will be permitted to pitch a maximum of eight preparatory pitches to his catcher. Any returning pitcher shall be permitted to pitch a maximum of 5 preparatory pitches to his catcher.

RULE 8.06 – TRIPS TO THE MOUND

A manager or a coach can make only one trip to the mound per pitcher in any one inning without removing that pitcher. The second trip will result in the removal of that pitcher. Anytime a coach or manager proceeds across the foul lines or has a conference with another player for the purpose of relaying information to the pitcher, it will count as a “trip to the mound.” This liberal trip rule is designed to foster an instructional environment for pitchers. However, it should be used judiciously. If an umpire interprets the number of trips to the mound to be excessive, he may invoke Delay of Game rule 4.15.

SPECIAL PLAYING RULES HIGH SCHOOL DIVISION (GRADES 11-12) SENIOR DIVISION (GRADES 9-10) JUNIOR DIVISION (GRADES 7-8)

ALL HIGH SCHOOL, SENIOR AND JUNIOR DIVISION GAMES SHALL BE PLAYED ACCORDING TO THE RULES AND REGULATIONS AS ISSUED BY OYBI, AND THE OFFICIAL BASEBALL RULES. In case of any conflict between the rules of the OYBI and the rules of the American League, the OYBI rules shall take precedence.

HIGH SCHOOL DIVISION - Rosters are recommended to be of not less than 13 or more than 15 players.

HIGH SCHOOL DIVISION, SENIOR DIVISION AND JUNIOR DIVISION

RULE 1.04 - PLAYING FIELD DIMENSIONS

A. HIGH SCHOOL & SENIOR DIVISION - Regulation baseline and pitching distances.

B. JUNIOR DIVISION - Baseline, 80 feet, pitching distance 54 feet.

RULE 3.03 - SUBSTITUTIONS AND RE-ENTRY:

A. Any player may be withdrawn and re-entered later. When re-entered, a player can be placed anywhere in the batting order as long as his substitute comes to bat before the reentered player. A player withdrawn from the batting order shall sit out 3 defensive outs and 3 offensive outs before being place back into the batting order. A player who has been withdrawn from the game may re-enter but cannot be withdrawn again until he bats. When the starting pitcher is withdrawn, for a courtesy runner, while playing as a batter or base runner, he may re-enter the game immediately. If the starting pitcher is removed from the game because of a second trip in the same inning, he may re-enter the game in any position with the exception of pitcher.

B. If a pitcher illegally starts or re-enters, and throws one pitch, the game will be declared a forfeit. If he has not thrown a pitch, he shall be removed from the mound immediately. If a player re-enters illegally as a fielder or runner, there is no penalty except that he must be removed from the game immediately when discovered. If he re-enters illegally as a batter and reaches base, he will be declared an out if discovered before the first pitch to the next batter.

C. All substitutions are to be made between innings or during time outs.

D. INJURY OR EJECTION

In the event of an injury or ejection, when all of the team's subs have been played, the opposing manager will be allowed to select any player off that team's bench to fill the empty spot.

E. INTERPRETATIONS OF THIS RULE:

1. This rule applies to both local league and city tournament play.

2. A pitcher, once removed from the mound, cannot re-enter as a pitcher.

3. A substitute may replace a substitute, and the starting player may re-enter for the substitute.

RULE 3.19 - MANDATORY PLAYING RULE

A. HIGH SCHOOL & SENIOR DIVISION: There will be a minimum of six consecutive defensive outs, and one at bat, played by each player per game. (See Rule 6.01 – Batting Order, Paragraph A).

B. JUNIOR DIVISION: There will be a minimum of six consecutive outs by each player per game. In addition, each player will play a minimum of four (4) complete games without being substituted for. (See Rule 6.01 - Batting Order, Paragraph B)

C. CALL-UP PLAYERS: If 6th, 7th or 8th grade player is called up, he will play 2 innings, and bat once, in a 7-inning game. NOTE: 6th, 7th or 8th grade players will only be called up at the manager's option, if there are 9 or less of a team's rostered players for that game. Be sure to have your player understand the playing regulations at the time of call up, so that there is no misunderstanding as to his playing time for that game. All call-up players shall be in THEIR regular season team uniform. Managers calling up players will NOT give these players a team uniform to wear.

NOTE: Call-up players cannot be played IF a regular player is on the bench, other than for the mandatory 2 innings, and once at bat. PENALTY - Any violations will result in the players offended being played for the entire following game, or the next game following discovery of the violation. Penalty for non-compliance with Local Rule #6 will be: for the first violation, the manager will be suspended for two games. For the second violation the manager will be removed from his managerial position. During the suspension the manager cannot attend the games. Managers will be responsible for Mandatory Playing Rule requirements. THIS WILL BE ENFORCED.

As a matter of normal participation, players are expected to attend practices as well as games. In the event a manager feels a player is not practicing enough to warrant playing in games, the following course of action is recommended.

1. When it becomes apparent that there is an attendance problem, the manager should discuss the matter with the player and parents to see if the situation can be resolved. It should be mentioned at this time that continued absenteeism could affect his game playing status. The manager must also notify the President.

2. If the problem continues, and the manager determines that he must withhold the player from a game, only the President can give permission to impose the discipline. The manager must notify the player, and his parents, at least 1 day prior to the game he is to set out. The opposing team manager and umpires should also be notified once this action has been taken. The provisions of the mandatory playing rule will not apply to this player.

RULE 6.01 - BATTING ORDER

A. HIGH SCHOOL & SENIOR DIVISION – Each manager has a choice of any of the following three (3) options for a lineup prior to the start of a game. Both managers need not use the same option but must use that option for the duration of that game. Option 1 - The standard 9 player lineup: Option 2 - A 10 player lineup using an extra hitter; or, Option 3 - Every player of the offensive team shall be in the batting order. Designated hitters will not be allowed. Deviations from the option selected will not be allowed once the game begins. If options 1 and 2 are used, failure to maintain the same number of players in the lineup throughout the game will result in an out each time that position in the lineup comes up. Exception: Play may begin with 8 available players without penalty. Once a 9th player arrives, the team must maintain a 9 player lineup (may not build to 10), and maintain that for the duration of the game, or be subjected to the automatic out rule. A team may not compete with less than 8 players and a forfeit will be declared. If option 3 is used, if, for any reason, a player must be removed from the game while in the field or at bat and his batting position becomes vacant, the next batter in the order, and all behind him, advance one position. If a player is at bat and is injured, and has to be removed from the game, the next player in the batting order will assume the “count” of the “removed” player. Player(s) arriving after a team’s first batter has been to bat are added to the bottom of the order. NOTE: When for scheduling purposes Tournament level teams are playing teams from the regular league (non-tournament teams), both teams will use option 3.

B. JUNIOR DIVISION - Every player of the offensive team shall be in the batting order and shall bat in the order that his name appears in the team's batting order. If, due to injury or illness, or for any other reason, a player must be removed from the game while in the field, or at bat, his batting position becomes vacant and the next batter in the order, and all behind him will advance one position. Player(s) arriving after a team's first batter has been up to bat, are added to the bottom of the order.

RULE SUMMARY CHART (ROOKIE DIVISION – 1ST & 2ND GRADES)

OYBI Rules Summary	
Home Team occupies the First base dugout & is the official scorekeeper.	
Division (s)	Rookie
	1st & 2nd Grades
Batting	Roster
Courtesy runners ANYTIME	COURTESY RUNNER FOR CATCHER/PITCHER Player who made last batted out
Runs per inning limit	5
Infield Fly	No
Dropped 3rd Strike	No
Leadoffs	No
Stealing	No
Bunting	No
Start with 8	Yes
Play with 7	No
Scheduled Innings	6
Complete Game	3
Run Spread	NONE
Intentional Walks	No
Pitching Limitations (Innings)	2 per game (Applies to 2nd Grade Only) ^ Innings not required to be consecutive
Min. playing time	3 Innings
Time Limit #	1st Grade = 1 hour 20 mins 2nd Grade = 1 hour 30 mins

^ Each out is 1/3 of an inning.

Time Limit is a Hard Stop (drop dead stop) in grades 1&2.

RULE SUMMARY CHART (MINOR DIVISION – 3RD & 4TH GRADES)

OYBI Rules Summary		
Home Team occupies the First base dugout, is the official scorekeeper & runs the scoreboard.		
Division (s)	Minor Division	
	3rd Grade	4th Grade
Batting	Roster	Roster
Courtesy runners ANYTIME	COURTESY RUNNER FOR CATCHER/PITCHER Player who made last batted out	COURTESY RUNNER FOR CATCHER/PITCHER Player who made last batted out
Runs per inning limit	5	5
Infield Fly	Yes	Yes
Dropped 3rd Strike	No	No
Leadoffs	No	No
Stealing	After pitcher releases pitch.	After pitcher releases pitch.
Bunting	Yes	Yes
Start with 8	Yes	Yes
Play with 7	No	No
Scheduled Innings	6	6
Complete Game	3	3
Run Spread	15/3, 12/4, 8/5	15/3, 12/4, 8/5
Intentional Walks	Automatic	Automatic
Pitching Limitations (Innings)	4 per game, 6 in consecutive games, 8 in a calendar week. ^	4 per game, 6 in consecutive games, 8 in a calendar week. ^
Min. playing time	3 Innings	3 Innings
Time Limit #	1 hour 45 mins	1 hour 45 mins

^ Each out is 1/3 of an inning, and calendar week is Monday thru Sunday.

* (3rd Grade) specific rule: Runners shall not advance from third (3rd) base to home on passed balls, wild pitches.

Complete an inning that begins before time limit is reached.

RULE SUMMARY CHART (MAJOR DIVISION – 5TH & 6TH GRADES)

OYBI Rules Summary		
Home Team occupies the First base dugout, is the official scorekeeper & runs the scoreboard.		
Division (s)	Major Division	
	5th Grade	6th Grade
Batting	Roster	Roster
Courtesy runners ANYTIME	COURTESY RUNNER FOR CATCHER/PITCHER Player who made last batted out	COURTESY RUNNER FOR CATCHER/PITCHER Player who made last batted out
Runs per inning limit	5	5
Infield Fly	Yes	Yes
Dropped 3rd Strike	Yes	Yes
Leadoffs	Yes	Yes
Stealing	Yes	Yes
Bunting	Yes	Yes
Start with 8	Yes	Yes
Play with 7	No	No
Scheduled Innings	6	6
Complete Game	3	3
Run Spread	15/3, 12/4, 8/5	15/3, 12/4, 8/5
Intentional Walks	Automatic	Automatic
Pitching Limitations (Innings)	4 per game, 6 in consecutive games, 8 in a calendar week. ^	4 per game, 6 in consecutive games, 8 in a calendar week. ^
Min. playing time	3 Innings	3 Innings
Time Limit #	1 hour 45 mins	1 hour 45 mins

^ Each out is 1/3 of an inning, and calendar week is Monday thru Sunday.

Complete an inning that begins before time limit is reached.

RULE SUMMARY CHART (HS, SENIOR & JUNIOR DIVISIONS)

HIGH SCHOOL & 7TH / 8TH GRADES

OYBI Rules Summary Home Team occupies the First base dugout, is the official scorekeeper & runs the scoreboard.		
Division (s)	Junior	Senior
	7th & 8th Grades	High School
Batting	Roster	9 or EH or Roster
Courtesy runners	COURTESY RUNNER FOR CATCHER/PITCHER	COURTESY RUNNER FOR CATCHER/PITCHER
ANYTIME	Player who made last batted out	Player who made last batted out
Runs per inning limit	5	5
Infield Fly	Yes	Yes
Dropped 3rd Strike	Yes	Yes
Leadoffs	Yes	Yes
Stealing	Yes	Yes
Bunting	Yes	Yes
Start with 8	Yes	Yes
Play with 7	No	No
Scheduled Innings	7	7
Complete Game	4	4
Run Spread	15/3, 12/4, 8/5	15/3, 12/4, 8/5
Intentional Walks	Automatic	Automatic
Pitching Limitations (Innings)	4 per game, 6 in consecutive games, 8 in a calendar week. ^	4 per game, 6 in consecutive games, 8 in a calendar week. ^
Min. playing time	2 consecutive innings and one at bat.	2 consecutive innings and one at bat.
Time Limit #	1 hour 45 mins	1 hour 45 mins

^ Each out is 1/3 of an inning, and calendar week is Monday thru Sunday.

Will complete an inning begun before time limit is reached.

RULE SUMMARY CHART (TOURNAMENT DIVISION)

3RD GRADE THROUGH 8TH GRADE

OYBI Rules Summary Home Team occupies the First base dugout, is the official scorekeeper & runs the scoreboard.				
Division	Tournament Division	Tournament Division	Tournament Division	Tournament Division
	3rd Grade	4th Grade	5th & 6th Grades	7th & 8th Grades
Batting	Roster	Roster	Roster	Roster
Courtesy runners <i>ANYTIME</i>	COURTESY RUNNER FOR CATCHER/PITCHER Player who made last batted out.	COURTESY RUNNER FOR CATCHER/PITCHER Player who made last batted out.	COURTESY RUNNER FOR CATCHER/PITCHER Player who made last batted out.	COURTESY RUNNER FOR CATCHER/PITCHER Player who made last batted out.
Runs per inning limit	None	None	None	None
Infield Fly	Yes	Yes	Yes	Yes
Dropped 3rd Strike	NO	Yes	Yes	Yes
Leadoffs	NO	Yes	Yes	Yes
Stealing	After Pitcher releases pitch	Yes	Yes	Yes
Bunting	Yes	Yes	Yes	Yes
Start with 8	Yes	Yes	Yes	Yes
Play with 7	No	No	No	No
Scheduled Innings	6	6	6	7
Complete Game	3	3	3	4
Run Spread	15/3, 12/4, 8/5	15/3, 12/4, 8/5	15/3, 12/4, 8/5	15/3, 12/4, 8/5
Intentional Walks	Automatic	Automatic	Automatic	Automatic
Pitching Limitations (Innings)	3/game, 6 in consecutive games, 8 in a calendar week. ^	3/game, 6 in consecutive games, 8 in a calendar week. ^	4/game, 6 in consecutive games, 8 in a calendar week. ^	4/game, 6 in consecutive games, 8 in a calendar week. ^
Min. playing time	3 Innings	3 Innings	3 Innings	2 consecutive innings and one at bat.
Time Limit #	1 hour 45 mins	1 hour 45 mins	1 hour 45 mins	1 hour 45 mins

^ Each out is 1/3 of an inning, and calendar week is Monday thru Sunday.

* 9U (3rd Grade) specific rule: Runners shall not advance from third (3rd) base to home on passed balls, wild pitches.

Will complete an inning begun before time limit is reached.

HEAT INDEX GUIDELINES

Olathe Youth Baseball has implemented the following guidelines to deal with extreme heat at all youth baseball games and practices. It is designed to provide participants with a standard for safe play in situations of extreme heat. (Blue Valley Recreation has implemented a Heat Index guideline)

The two values that OYBI will take into account when modifying or canceling games/practices are air temperature and relative humidity. The combination of these two elements reflects the heat index. We will rely on the heat index reading that is updated hourly by the National Weather Service at the Olathe Executive Airport.

OYBI has defined five heat index zones. These zones are based on recommended guidelines published by the American College of Sports Medicine (ACSM) for participation in sports activities during periods of extreme heat. Because the heat index does not take into account wind and direct sunlight, two degrees will be added to the stated heat on sunny and still days. Likewise, two degrees will be subtracted on cloudy and windy days.

White Zone:

Heat Index between 65-80 degrees.

In this range, the participant is in very little danger from heat and no special measures will be taken by the OYBI.

Yellow Zone:

Heat Index between 81–98 degrees.

In this range, coaches will be encouraged to take extra steps to protect their players by making sure they keep them hydrated and by encouraging frequent substitution during games and practices.

Orange Zone:

Heat Index between 99–105 degrees.

In this range, OYBI will implement the following at games: All measures taken in the Yellow Zone; managers/coaches should provide water for their players; catchers will be allowed to catch only two innings in succession. If it is a practice day, coaches are instructed to keep players well hydrated and to take frequent breaks.

Red Zone:

Heat Index between 106–115 degrees.

In this range, OYBI will implement the following for games: All measures taken in the Yellow and Orange Zones:

The length of games will be modified according to the schedule below:

Baseball grades 1 – 2 – games will be reduced by 15 minutes

Baseball grades 3 – 12 – games will be reduced by 30 minutes

If it is a practice day, coaches are instructed to reduce the time of practice, take frequent breaks and keep players well hydrated.

Game times should be discussed for 8:00pm games, by the umpires and managers/coaches.

Black Zone:

Heat Index above: 115 degrees.

In this range, OYBI will cancel all games and practices until the heat index returns to 115 or below. Notification will be given through the rainout line and e-mails.

Games at 8:00pm could still be played if heat index drops to the Red Zone.

Note – During the course of the day, the heat index will rise and fall depending upon the time of day, amount of wind, cloud cover, etc. The above program modifications could also change throughout the course of the day, especially on the weekend. For example, 1pm game on Saturday could be played under the Orange Zone guidelines and at 4pm game could be played under the Red Zone guidelines.

League Presidents/Directors will contact their managers/coaches who will contact their players/parents, and the Umpire Commissioners will inform their umpires of the appropriate zones of play through the Rainout Line or by E-mails.

The above are merely guidelines and it is the responsibility of parents to make the ultimate decision as to the participation of their child in OYBI events when heat may be a factor, taking into consideration the age and physical condition of their child. Parents also may have the ultimate responsibility to inform their child about the dangers of heat and need for protection, including sunscreen and proper hydration.

League Presidents/Directors and Umpire Commissioners will have copies of the Heat Guidelines.
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INCLEMENT WEATHER GUIDELINES

Education is the single most important means to achieve lightning safety.

Who makes the decision on when an activity should be stopped?

A staff member (Board Member – Field Supervisor (Red Cap) – Umpire - **not any particular order**) will make that decision.

If visual lightning is determined by the staff to be close, the activity may be stopped.

The activity will not be re-started until the all clear signal has been determined.

Remember the 30-30 lightning rule: If 30 seconds or less between lightning and its thunder, go inside. Stay inside 30 minutes or more after the last rumble or thunder is heard.

Patrons will be required to leave the activity and seek shelter – Go to their cars (and keep the windows closed) – Substantial buildings – The low ground, seek cover in clumps of bushes – Not trees.

Unsafe Shelter Areas include all outdoor metal objects – flag poles – fences/gates – light poles – metal bleachers --golf carts – machinery – avoid trees/water/open fields/high ground.

Lightning's distance from you is easy to calculate – Lets do the easy one; "if you can see it (lightning) flee it; if you can hear it (thunder), clear it.

If you feel your hair standing on end, and/or hear "**crackling noises**" – you are in lightning's electric field. If caught outside during close-in lightning, immediately remove metal objects (including baseball cap), place your feet together, duck your head, and crouch down low in a baseball catcher's stance with hands on knees. **DO NOT LIE FLAT.**

Minimize contact with the ground, because lightning current often enters a victim through the ground rather than a direct overhead strike.

Above all, and no matter what, it is always better to stop the activity too early rather than too late.

People who have been struck by lightning do not carry an electrical charge and are safe to handle. Get emergency help. Call 911.

Tornado/Thunderstorm Watch/Warning for Johnson County

Under a watch, activities may continue but extreme caution should be taken and should be monitored during threatening weather.

Under a warning, thunderstorm or tornado, the person in charge will either send all participants home, or direct everyone to seek shelter.

OYBI Rainout Line 913-643-3131

The Rainout Line and Web (when available) should be updated 2 hours before the start of any outdoor activity for that day.

References: Olathe Community Services, Nat'l Lightning Safety Institute, NCAA Lightning Safety

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E-MAIL ADDRESS	olathebaseball@sbcglobal.net	
RAIN OUT HOT LINE		913-643-3131
(updated around 4:00pm weeknights and 2 hours before weekend games)		