



LEAGUE RULE BOOK

2015-2016

These rules shall govern the Okeeheelee Baseball, Inc. (the “Association”), its youth baseball program, and all divisions within the Association, shall remain in full force and effect until such time as they are modified or amended by the Board of Directors (the “Board”) of the Association, and shall not be modified or amended except upon approval of a majority of the members of the Board. The following rules shall govern the Association:

FOR ALL DIVISIONS: Rules and regulations instituted by Babe Ruth League, Inc. shall prevail, unless otherwise modified by the Association’s League and Division Rules.

LEAGUE RULES: Rules and regulations instituted by the Board governing all age divisions and fields in the Association.

DIVISION RULES: Rules and regulations instituted by the Board governing the specific age divisions within the Association.

FALL RULES: Rules and regulations instituted by the Board governing league and division play for games played during Fall Season.

NATIONAL BASEBALL CONGRESS: In the event a particular subject or issue is not covered in the Babe Ruth Rules, or otherwise in the Association’s League, Division, or Fall Rules, then reference will be made to the National Baseball Congress Rules.

PARK RULES

ALCOHOL/TOBACCO/PROFANITY PROHIBITION

NO ALCOHOLIC BEVERAGES ARE ALLOWED BY ANYONE IN THE PARK!!!
The use of tobacco, alcohol, illegal drugs or profanity is strictly prohibited as per Babe Ruth and Okeeheelee Rules. The violation of this rule may result in ejection, suspension, or such other penalty as the Board in its discretion may prescribe.

BALL-PLAYING/SKATEBOARDING

There will be no ball playing, skating, skateboarding, or scooters allowed around the press box or between the fields during ball games.

DIRECTOR ON DUTY / UMPIRE ON DUTY

The Director on Duty or Head Umpire has full jurisdiction over the field until the game time.

FIELD/DUGOUT RESPONSIBILITY

All teams must clean their side of the field after each game, before team drinks are given out.

PLAYERS, TEAMS, AND COACHES

1. TEAM SELECTION

All divisions of Okeeheelee Youth Baseball will use the visual draft method set forth in the Standard Operating Procedures. The visual draft uses an open skills evaluation to ensure closely competitive teams and like talent levels.

2. ROSTER LIMITS

The maximum roster sizes for each draft division is as follows:

DIVISION DRAFT MAX WAITING LIST

T-ball	13 players -	Late signups to go on waiting list
Rookie	13 player -	Late signups to go on waiting list
Minor	12 players -	120 Players max then waiting list
Major	12 players -	120 Players max then waiting list
Babe Ruth	12 players-	120 Players max then waiting list

3. NO PLAYING UP

Unless otherwise approved by the Board, no player shall be permitted to play up in age division regardless of size, skill, or experience. In exceptional circumstances, the Board may in its discretion permit a player to play down in division for health or safety reasons. The only exceptions to this rule are as follows:

TWELVE (12) YEAR OLD SWING PLAYER:

(Only when 13 prep division is being used) A league age twelve (12) year old player may request for the board to allow him to play in the Cal Ripken and/ or the Babe Ruth (13 prep) division during the regular season. The board will make its decision based on the players’ skill, ability and maturity. The player must follow all applicable pitching rules of the Cal Ripken Division, regardless of the division he/she is pitching in (including, but not limited to, pitch counts, inning regulations and pitcher/catcher rules). For tournament team consideration, the player, along with the boards’ approval, must pick the division he/she wishes to represent and must meet all league and Babe Ruth League, Inc. eligibility rules for that division. The player will only be allowed to participate on one (1) tournament team in any given year.

FIFTEEN (15) YEAR OLD SWING PLAYER:

A league age fifteen (15) year old player may request for the board to allow him to play in the Babe Ruth (13-15) and/or the Babe Ruth (16-18) division during the regular season. The board will make its decision based on the players’ skill, ability and maturity. The player must follow all applicable pitching rules of the Babe Ruth (13-15) Division, regardless of the division he/she is pitching in (including, but not limited to, pitch counts, inning regulations and pitcher/catcher rules). For tournament team consideration, the player, along with the boards’ approval, must pick the division he/she wishes to represent and must meet all league and Babe Ruth League, Inc. eligibility rules for that division. The player will only be allowed to participate on one (1) tournament team in any given year.

4. PLAYERS DROPPING OUT/CHANGING TEAMS

Each Manager shall notify his DVP within one week of the date he or she is notified of a player’s withdrawal from the League. Parent must notify in writing.

5. MANAGER SELECTION

When choosing a manager, the total number of seasons/years a candidate has managed or coached in all divisions at Okeeheelee Youth Baseball. (This includes recreational league, travel, and all-stars coaching experience) The Board of Directors has the final approval based on DVP recommendations. No manager shall manage more than one team in a season, unless absolutely needed for the division to field a team then an exception can be made with board approval.

6. MANAGER/COACH ELIGIBILITY

Unless otherwise approved by the Board, all managers/coaches must be at least eighteen (18) years of age or older. Further, such managers or coaches must possess the maturity, responsibility, character, and adherence to Association rules and regulations required to remain a manager or coach in good standing with the Association. All managers / coaches must have a completed background check and a NAYS Certificate and or Babe Ruth Certificate also a Heads UP Certificate along with being approved by the DVP and Board.

League approved ID MUST BE PRESENT AT ALL TIMES WHILE WITH THE TEAM, PRACTICE and GAMES.

7. UMPIRES

Coaches and Umpires with children in the league cannot umpire games in the division in which their child plays or coaches. Umpires are in no way to advise a coach or team during or after a game that would give them an unfair advantage against their opponent.

8. PLAYER UNABLE/UNWILLING TO PLAY

If a player is ejected or unable or unwilling to continue in a game, that player will be scratched from the line-up and the next player will take his place in any division whose teams bat through their order. No out will be called.

9. UNIFORM ATTACHMENTS

Uniforms are not to be altered in anyway.

10. COACHES' UNIFORMS

Coaches shall wear the same color scheme shirt as their teams. All coaches must wear the same color shirt. Coaches are to be dressed baseball appropriate attire this includes shoes.

OVERALL GAME AND PLAYING RULES

1. OFFICIAL GAME START TIMES

The starting time for all games shall be set each season as directed by the Scheduling Director. The time limits for all games shall be as specified in the individual division rules, which time limits shall run from the official start time of the game. The official start time for all games shall be the time play begins, but in no event later than fifteen (15) minutes from the scheduled start time, except that in the event of a rain delay such start time may begin no later than 30 minutes from the scheduled time. No inning will begin no later than 9:00pm Monday thru Thursday in the T-Ball & Rookie Divisions. Innings will start when the 3rd out is made.

2. LINEUP SHEETS

Completed line up sheets must include the following information.

- First and last name
- Position (this is for pitcher and catcher positions only) Rule applies to Minor, Major and Babe Ruth
- Player number corresponding to his uniform shirt.
- All substitutes missing or injured players should be listed and identified correctly.

All of the above must be in the press box fifteen (15) minutes before the scheduled game start time. All teams must have nine (9) players to start or finish a game. IF ANY TEAM CAN'T COMPLY THE RESULT IS A FORFEIT NO EXCEPTIONS.

3. PRE-GAME Outfield

Outfield can be used to warm up but no infield warm-ups. Teams may use the foul Territory of infield to warm up infield players for ground balls.

4. Avoid Contact Rule

Unless modified by applicable division rules, if there is a play in the batter's box/home plate area, the base runner must slide. If the runner fails to slide and makes contact with the catcher, he will be out. If no contact is made, he will be warned that if contact is made, he will be out. No player shall be subject to deliberate aggressive contact no matter where his position on the field. In this case, the runner will be declared out and subject to ejection from the game.

5. HEAD FIRST SLIDING

Unless modified by division rules, there will be no "head first" sliding allowed. Any violation shall result in the runner being called "out." This does not include "dives" back to the bag in the instance of an over run, pickoff attempt or any "hot box" run down.

6. THROWN BATS

In all divisions but T-ball, in the event that the batter throws or slings the bat in the process of hitting or attempting to hit the ball, whether the ball is fair or foul, the umpire will assess the following penalties; on the first offense per team, the team will be issued a warning. On the second and all subsequent offenses per team, the ball will be declared dead and the batter will be declared out. If the same batter commits the offense more than twice in any one game, the umpire may at his discretion eject the player from the game in addition to declaring him/her out. In the T-ball division, if a thrown bat leaves the circle in the air at any time, the batter is out and the ball is dead. If at any time, the umpire feels that the throwing or slinging of the bat was intentional and malicious in nature, the umpire may immediately eject the player, even if no warnings have been given.

7. COACHES' ASSISTANCE IN BASE RUNNING

If a coach touches a base runner to assist the runner in any way while the ball is (live) the runner shall be called out.

8. JEWELRY

No jewelry can be worn by any player except for medical identification. A team warning will be provided at the beginning of each game. On the second and subsequent warnings, an automatic out will be assessed to the player wearing the jewelry, which will be assessed at his (or his substitute's) next at bat. If a defensive player wears jewelry, then that player's team will start the next at-bat/inning with one out.

9. ON DECK BATTERS

On deck batters shall face the batters back in all divisions, except the 13 year old and above divisions where the on-deck batter may stand by his teams dug-out.

10. PITCHING RESTRICTION

Any pitcher withdrawn from the mound and/or lineup, or a pitcher, who is withdrawn from the mound and stays in the game at another position, shall not be permitted to pitch again in the same game.

11. COMPLETE GAME

Games shall be complete as determined by the Rules and Regulations of Babe Ruth/Cal Ripken Games will be considered complete after 4 innings or 3 ½ innings if the home team is ahead.

12. TIE GAMES

All tied games will be played to completion (subject to no new inning to begin later than 9:00pm on any night), with the exception, if there is a following game scheduled, we will go to the Kansas City Tiebreaker format. Last out of the previous inning is placed on 2nd base, and the inning will begin with the batting team already having 1 out. This format will be followed until a winner is determined.

13. RAIN-OUTS

Rain-outs will be made up on the first available date by the Schedule Director. Weeks run from Monday morning to Sunday night. This rule will prevail even if it results in teams playing back to back games. If possible, no team will be scheduled to play more than three (3) games in any seven (7) day period. Games that have begun and then have a rain out or rain delay will continue where left off unless the game is considered complete via complete game rules.

14. RESCHEDULE OF GAME

There is no rescheduling of any games. NO EXCEPTIONS!!

15. TIES IN THE STANDING

If there is a divisional tie for first place, it will be decided first by head to head, then runs against, then runs for.

16. FORFEITURE

Any team unable to field a team within fifteen (15) minutes after the scheduled start time for the game shall forfeit such game. If a team has more than two (2) forfeits in any season, the manager of such team shall be required to appear before the Board and may be subject to disciplinary action by the Board. In these situations, upon the teams request the umpires will remain and a scrimmage game will be played. The team without enough players may "borrow" players from the other team in order to field a complete 9 man roster. But the game is still considered a forfeit.

17. PITCHING AND BATTING TROPHIES

- Each Spring, the managers for Major and Babe Ruth Divisions will vote on the Following awards. . A player is only eligible for one of the following awards for the season.
- **MVP:**
 - Voted 1st.. Represents the best all around player as voted by the managers of the league within the division. (i.e. American or National League).
- **BIG BAT**
 - Voted 2nd. Represents the best offensive player with respect to average, power, and total bases as voted by the managers of the league within the division.
- **OZZIE SMITH AWARD**
 - Voted 3rd. Represents the Top Infielder voted by the managers of the league within the division
- **ROBERTO CLEMENTE AWARD**
 - Voted 3rd. Represents the Top Outfielder voted by the managers of the league within the division
- **ROOKIE OF THE YEAR**
 - This award will be given to the top 11 and 13 year old of their divisions. Vote by the managers of the league within the division.
- **CY YOUNG**
 - Voted last. Represents the best all around pitcher as voted by the managers of the league within the division
- **SPORTSMANSHIP AWARDS**
 - Each team will nominate a player for a sportsmanship award. In addition the DVP will then select a player from their Division to be named the overall sportsmanship award winner which is named after the field in which the division plays on.
 - **(ie) Cody Myers Award and so on!**

DISCIPLINE post the behavioral guidelines

1. BEHAVIOR

Managers are responsible for their conduct, as well as the conduct of their coaches, players, parents, fans, and spectators. Not being able to control their coaches, players, parents, fans or spectators may lead to the game being forfeited.

2. EJECTION FROM GAME

Any player, manager or coach who is ejected from a game will have an automatic additional one (1) game suspension. Abusive actions following the ejection may result in additional suspension. Additionally, any manager or coach who is ejected may be called upon to come before the Board to discuss the ejection. The Board reserves the right to expel a player, manager or coach for the remainder of the season after a second ejection. All players, coaches and managers must serve their suspensions in the stands, unless otherwise banned from the park by the board. A manager that is ejected twice is not eligible to become an All-star manager/coach for that year and fall travel year. **THE BOARD OF DIRECTORS HAS THE AUTHORITY TO ASK ANY MANAGER, COACH, PARENT, PLAYER, FAN OR SPECTATOR TO LEAVE THE PARK FOR ANY UNSPORTSMANLIKE CONDUCT.** Any player, manager or coach who desires to appeal an ejection must do so by filing a written request with any Board member within 24 hours. Failure to file such request within 24 hours acts will result in the waiver of any appeal rights. Such filing will toll the suspension for the subsequent game until the Board has had an opportunity to hear the appeal. The denial of any appeal of an ejection may be subject to an additional game suspension (i.e., two games total) in the event the Board determines the appeal was not made in good faith.

3. DISCIPLINE OF MANAGERS, COACHES & PARENTS

The Executive Board will consider any complaints regarding Board Members, managers, coaches, parents, players, fans or spectators brought to its attention in writing by the complaining party. The Executive Board will discuss the complaint and if, in its discretion, the complaint warrants additional investigation, it will conduct same. Such investigation may include interviews with the party complaining and the Board Member, manager, coach, parent, fan or spectator who is the subject of the complaint and any other person who may have relevant information. The Executive Board shall have complete discretion in determining any sanction or penalty, if any, of any manager, coach, parent, player, fan or spectator. Such sanction or penalty may include but is not limited to, verbal reprimand by the DVP or President; written reprimand to be placed in the official records of the Association; and revocation, suspension, probation or expulsion from the Association's program. The full Board shall decide any sanction or penalty arising out of misconduct of a Board Member. Complaints after consideration and/or investigation will be responded to in writing by the Executive Board and must be agreed to by a simple majority of the Executive Board Members present. In considering or investigating complaints and deciding any sanction or penalty, the Executive Board shall consider the Charter, By-Laws and all rules and regulations governing the Association, with special emphasis on ensuring compliance with the purposes, spirit and intent embodied in such rules and regulations. With respect to Board Member complaints, the full Board shall respond in writing.

BEHAVIORAL GUIDELINES

The following behavioral guidelines will be used in conjunction with the rules and regulations set forth in the leagues By-Laws, Standard Operating Procedures and the annual League of Rules and Regulations.

<u>Action</u>	<u>1st Occurrence</u>		<u>Further Occurrence</u>	
	<u>Player</u>	<u>Coach/Volunteer/ Fans</u>	<u>Player</u>	<u>Coach/Volunteer/Fans</u>
<u>UNSPORTSMANLIKE CONDUCT</u>				
<u>Profanity, Gestures, Etc</u>	<u>1-2 game suspension</u>	<u>1-2 game suspension</u>	<u>3 game suspension</u>	<u>4 game suspension</u>
<u>Throwing Objects</u>	<u>1-3 game suspension and probation</u> <u>2 game suspension and probation</u>	<u>2-4 game suspension and probation</u> <u>5 game suspension and probation</u>	<u>Suspension for remainder of season</u> <u>1 or more years suspension</u>	<u>Suspension for remainder of season</u> <u>1 or more years suspension</u>
<u>Fighting(Physical Contact outside scope of the game)</u> <u>Bench clearing</u>	<u>Forfeiture or double forfeiture plus above penalties</u>	<u>Forfeiture or double forfeiture plus above penalties</u>	<u>1 or more years suspension up to permanent banning</u>	<u>2 or more years suspension up to permanent banning</u>
<u>Being Benched by Umpire – Before an ejection(his discretion for reason)</u>	<u>Sit out for a minimum of 3 innings or remainder of the game whichever is greater</u>	<u>Sit out for minimum 3 innings or remainder of the game whichever is greater</u>	<u>Game suspension(must be in attendance)</u>	<u>Game suspension(must be in attendance)</u>
<u>Game ejection</u>	<u>Leave area plus additional game suspension(must be in attendance)</u>	<u>Suspension for 1 year mandatory as per Babe Ruth and Cal Ripken Rule instituted in 2015</u>	<u>Possible 1 year suspension pending board approval</u>	<u>Possible lifetime ban from league pending board approval</u>
<u>Trash talking</u>	<u>Verbal Warning</u>	<u>Verbal Warning</u>	<u>Game ejection plus above penalties</u>	<u>Game ejection plus above penalties</u>
<u>Harassing Umpires/Staff</u>	<u>Verbal warning</u>	<u>Verbal Warning</u>	<u>Game ejection plus above penalties</u>	<u>Game ejection plus above penalties</u>
<u>USE OF INELIGIBLE PLAYERS</u>				
<u>League Boundaries</u> <u>Pitching Violations</u> <u>Illegal Substitutions</u>	<u>See rules as outlined by Babe Ruth Baseball and Okeeheelee Local League rules</u>	<u>See rules as outlined by Babe Ruth Baseball and Okeeheelee Local League rules</u>	<u>See rules as outlined by Babe Ruth Baseball and Okeeheelee Local League rules</u>	<u>See rules as outlined by Babe Ruth Baseball and Okeeheelee Local League rules</u>
<u>POSSESSION/CONSUMPTION OF ALCOHOL OR TOBACCO</u>				
<u>Alcohol</u> <u>Tobacco</u>	<u>Full season suspension and probation</u> <u>Game ejection plus probation</u>	<u>Full season suspension and probation</u> <u>Game ejection plus probation</u>	<u>1 year or more suspension</u> <u>2-4 game suspension and probation</u>	<u>1 year or more suspension</u> <u>2-4 game suspension and probation</u>

- ❖ Probation is the period of time which allows the suspended player/volunteer to continue participation in the league with the knowledge that ANY further inappropriate behavior will result in suspension from the league for the remainder of the season and up to permanently
 - ❖ All ejection, suspensions and penalties are subject to the review of the Board of Directors
 - ❖ When multi-game suspensions occur and there are not enough games left in the season for suspensions to be served, the board of directors will make a determination as to whether the suspensions will be carried into the next season
 - ❖ The Okeeheelee Baseball Association Board of Directors reserves the right to review, amend and otherwise change the actions outlined in the guide at any time. All situations, including those not listed, will be reviewed by the board of directors and the appropriate actions will be taken with regards to all parties involved.
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PLAYOFFS

1. POST SEASON PLAYOFFS All teams will play in post season playoff. Teams are paired of based on regular season standings. It's a single elimination format. Pitching rules will follow Cal Ripken pitching rule that is used for the regular spring rec season of play. **Except for the Championship game where all teams will have a full pitching roster.** Games shall be complete as determined by the Rules and Regulations of Babe Ruth/Cal Ripken Games will be considered complete after 4 innings or 3 ½ innings if the home team is ahead.

Games stopped (suspended) for any reason (i.e.: bad weather, light failure, etc.) and that are not considered a complete game will commence play from the point of stoppage, at the time and date set by the scheduling director. When a suspended game is continued at a later date, the same line-up will be used.

Championship games will be a 6 inning game with no time limit.

TRAVEL/SCHOOL BASEBALL

1. PLAYERS-RESTRICTIONS ON NON-ASSOCIATION PLAY

Every player, coach, manager, and team registered with the Association shall give Okeehelée priority during the Spring Season. Provided that no conflict exists with the Association's Spring baseball program, simultaneous participation in Association play and travel team play is permitted. The Okeehelée

Travel Policy Guidelines provided by the League shall govern such simultaneous play. Notwithstanding the above, no player, coach, or manager shall be simultaneously enrolled in the Association's Spring baseball program and any other Babe Ruth, Little League, Pony, Florida Major-Minor, Dixie League, or other similar program that has post season "All-Star" programs and tournaments. Nothing herein is intended to preclude simultaneous play in the Association's spring baseball program and high school or middle school baseball.

T-BALL DIVISION RULES (4-6)

1. AGE OF PLAYER

Players must be four (4) years old by April 30 of current season. Players must not be seven (7) before May 1 of current season.

2. TEAM PARENT

Each team will have a Team Parent who is allowed in the dugout but not on the field during games. He or she may also have an Assistant Team Parent assist in the dugout. Team parents must be certified by NYSCA/Babe Ruth and background checked.

3. REGULATION GAME

Regulation game is five innings. Game will be official if four (4) full innings are completed (3 ½ innings if the home team is ahead). There are no ten (10) run rules. NOTE: Monday through Thursday, no new inning will begin after 9pm. The game will be suspended and resumed at a later time if necessary.

4. TIME LIMIT

No inning shall start more than ninety (90) minutes after the official starting time, unless game is tied. Time will be kept by the umpire.

5. MUST PLAY RULE

All players must play at least three (3) innings of every game in the field. One of at least three (3) innings played by each player must be played in the infield excluding catcher. The catcher position is only considered an infield position for the 4 year old division. The position of short fielder is considered an infield position.

Violation of this rule will result in forfeiting that game. Violations need to be brought to the Board's attention within 2 weeks of the violation in writing from any manager, coach, parent, or other association member in order to be acted upon. All team members will be in the batting order. No fielding changes need to be reported.

6. BATTING

Players must take a full swing at the ball. On the first two (2) offenses, the umpire will call a strike on the batter; on the third offense for the same batter in a game, the batter will be out. A strike is a missed swing at the ball or a foul ball. A foul ball is any ball that is knocked off the tee by the batter and either does not leave the circle or is called foul by the umpire for being outside the baseline. If the ball comes to rest on any part of the line in fair territory, it is a fair ball. If a batter has two (2) strikes he is allowed one (1) more foul; on the second foul, the batter is out. Each batter will be allowed three (3) approaches to the ball, with the 4th approach being called a strike.

7. PER INNING RUNS/BATTER RULE

Each team may score a maximum of six(6) runs per inning except the last inning in which each team may be at a maximum of ten (10) players, and score up to ten (10) runs. If the home team is up at bottom of the 5th the game is over.

8. SLIDING

Tball players may slide feet first into a base, not head first. There is no must slide rule in Tball, sliding is optional.

9. EQUIPMENT

Bat may not exceed 27 inches in length with a 2 1/4" barrel.

10. PLAY STOP

A play stops when any defensive player with the ball steps on any base or home plate. Play does not stop by stepping on the pitcher's mound.

11. OVERTHROWS

An overthrow of first base is an attempt to retire the batter at first base in which the ball is thrown past the first baseman. The ball may travel towards the sideline fence or into the outfield. On an overthrow of first base, the ball is "live," and runners may advance at their own risk. The batter/runner may be thrown out going to second base. However, on an overthrow of first base, once the batter/runner reaches second base, the play will end and the whistle will be blown to indicate the play is over.

- Should the batter/runner on an overthrow of first base, over run second base after touching the base he may not be tagged out because the ball is dead once he reaches second base safely.

12. PRACTICES

Practice is limited to three (3) sessions per week until the season starts. Once the season starts, each team will be limited to 3 sessions (which includes practices and games) per week.

13. BASELINES

Baselines are 60 feet in length.

14. OUTFIELD AND SHORT FIELD PLAYING POSITION

Four outfielders will be used by each team and must play on the grass. The short fielder must be at least ten (10) feet behind the baseline.

15. DEFENSIVE COACHES PERMITTED ON FIELD

Two (2) coaches are permitted on the field defensively in the outfield. The coaches must be on the outfield grass behind the players. If only one (1) coach, he may stand in the middle.

16. COACHES' ASSISTANCE TO BATTERS

A coach may set a player squarely in the batters box, but cannot line the batter up to hit in a specific direction. The coach must not at any time touch the player. However, a coach may verbally tell the batter where to stand as long as in the umpire's judgment it does not delay the game. The coach may adjust the tee to speed up the game, as long as NO PORTION of the tee is off the plate.

17. PITCHER PLAYING POSITION

The pitcher must remain in the pitcher's circle with one foot on the rubber until the ball is hit and must wear a batter's helmet.

18. THROWING MOTION REQUIRED

Defensive players must throw overhand, unless it is a natural movement.

19. PITCHER REQUIRED TO THROW TO FIRST

Pitcher must throw the ball to first base as opposed to running it to the base if it is fielded on the third base side or within the pitcher's circle. An imaginary line from home to second base divides the field into a first base side and third base side.

20. CATCHER'S PLAYING POSITION

Catchers must remain outside of the catcher's circle and behind home plate until the ball is hit and must wear a batter's helmet at all times. All teams MUST have a player in the catcher position. Catcher position is only considered an infield position for 4 year old players.

21. DEFENSIVE PLAYERS' POSITION

Defensive players must stay behind the fifteen (15) foot line before the ball is hit. The fifteen foot line will be fifteen (15) feet in from first and third bases.

22. TIES IN THE STANDING

If there is a divisional tie for first place, it will be decided first by head to head, then runs against, then runs for.

ROOKIE DIVISION RULES (7-8)

1. AGE OF PLAYERS

Player must be seven (7) years old by April 30 of current season. Player must not be nine (9) years old before May 1 of current season.

2. TEAM PARENT

Each team will have a Team Parent who is allowed in the dugout but not on the field during games. Team Parents need to be certified by NYSCA.

3. REGULATION GAME

Regulation game is six innings. Game will be official if four (4) full innings are completed (3 ½ innings if the home team is ahead). There is a ten (10) run rule in effect and the game shall be called if either team is ahead by ten (10) or more runs after the completion of four (4) innings (or 3 ½ innings if the home team is ahead).

4. TIME LIMIT

No inning shall start more than one hour forty-five minutes after the official starting time, unless game is tied. NOTE: Monday through Thursday, no new inning will begin after 9pm. Game will be suspended and resumed at a later time if necessary. Monday through Thursday, no new inning will start after 9:00pm. Time will be kept by the home plate umpire.

5. MUST PLAY RULE

All players must play no less than three (3) innings defensively of every game. Should the game not go six (6) innings and a player not play his or her three (3) innings; the player must then start the next ball game. Failure to comply with this “must play” rule will result in forfeiture of both ball games in which the infraction occurred — no exceptions. Violations need to be brought to the Board’s attention within 2 weeks of the violation in writing from any manager, coach, parent, or other association member in order to be acted upon. If a player is physically unable to play or being disciplined, the situation must be reported to the press box and the other team before the game starts or the next pitch.

6. BATTING

Each player will receive five (5) pitches or three (3) swinging strikes. There will be no walks. If in the umpire’s judgment, the fifth pitch is not hittable and the batter does not swing at the pitch, a sixth and final pitch will be awarded. Batter can foul off an indefinite number of consecutive pitches.

7. TEN BATTER RULE

There will be a limit of ten (10) batters in any inning from any team. After the tenth batter is up, a player with the ball in his possession may either make the third out or step on home plate and end the inning. If the catcher does not secure the ball, players can advance until someone does secure the ball and steps on home plate. Three (3) outs or ten (10) batters constitute a half inning.

8. BASE RUNNERS

A courtesy runner may be used when a runner is injured, at the discretion of the manager. Such courtesy runner shall be the last player to make an out on the team.

9. EQUIPMENT

Full catcher's helmet and protective cups must be worn by all catchers. All players are encouraged to wear a protective cup.

10. PLAY STOP

The umpire has discretion to call "time out" when player holding ball ahead of lead base runner requests time out or if runners are not seeking to advance when time out is requested.

11. OUTFIELD PLAYING POSITION

The team's defense will consist of ten (10) players. Four (4) of these players will be outfielders, whose position is on the grass at all times while the ball is pitched. Two outfielders must be on each side of second base.

12. OFFENSIVE/BATTING RULES

Each player on the roster must bat. Each team will play by the ten (10) batter rule set forth herein. There is no stealing. The ball is dead once it passes the batter, meaning if no contact is made, the ball is ruled dead.

13. COACHES PERMITTED ON FIELD

There shall be permitted two (2) defensive coaches on the field who shall be positioned in foul territory along the right and left field lines behind the deepest outfield player, or alternatively one defensive coach anywhere in the outfield who must be behind the deepest outfield player. Offensively, the pitching coach must stay within the designated circle unless he is attempting to avoid a ball hit at him. If a ball hits coach or machine, batter is awarded 1st base, all runners will move forward if forced. The pitching coach must make every attempt to stay out of play. He also must stoop to allow the third baseman to throw to first base. If the pitching coach interferes with an infielder attempting to catch the ball, the batter is out, and the play is dead. The pitching coach may coach runners only while he is within the pitching circle. The batting coach must stay near the backstop - one arms length - unless removing equipment out of play. It is the responsibility of the batting team to remove all equipment out of play near home plate.

14. PITCHER PLAYING POSITION

All players occupying the pitching position shall wear a batting helmet for protection when playing the field and must have at least one foot inside the pitcher's circle when the ball is pitched.

15. BUNTING

No team may bunt more than one (1) time per inning. No child may bunt more than one (1) time per game. Any additional bunts beyond this rule will be considered outs. The out must be called before the next pitch. No slash bunting or butcher boy bunting is allowed.

16. PRACTICE

Practice is limited to 3 sessions per week and practices should not exceed two (2) hours.

17. MACHINE SETTINGS

Machine settings will be set prior to the season at 35-37mph. Umpires will be on the mound and all umpires will adjust the machine.

18. SPEED UP RULE

Catcher may be pulled out and a pinch runner put in for them, with 2 outs it is mandatory.

MINOR DIVISION RULES (9-10)

1. AGE OF PLAYER

Player must be nine (9) years old by April 30 of current season. Player must not be eleven (11) years old before May 1 of current season.

2. REGULATION GAME

Regulation game is six innings. Game will be official if four (4) full innings are completed (3 ½ innings if the home team is ahead). There is a ten (10) run rule in effect and the game shall be called if either team is ahead by ten (10) or more runs after the completion of four (4) innings (or 3 ½ innings if the home team is ahead).

3. TIME LIMIT

No inning shall start more than one hour forty-five minutes after the official starting time, unless game is tied. Monday through Thursday, no new inning will start after 9pm. Time will be kept by the home plate umpire.

4. MUST PLAY RULE

All players must play no less than two (2) innings defensively of every game. Should the game not go six (6) innings and a player not play his or her required number of innings; the player must then start the next ball game. Failure to comply with this “must play” rule will result in forfeiture of both ball games in which the infraction occurred — no exceptions. Violations need to be brought to the Board’s attention within 2 weeks of the violation in writing from any manager, coach, parent, or other association member in order to be acted upon. If a player is physically unable to play or is being disciplined, the situation must be reported to the press box and the other team before the game starts or the next pitch.

5. NINE BATTER RULE

There will be a limit of nine (9) batters in any inning from any team. After the ninth batter is up, a player with the ball in his possession may either make the third out or step on home plate and end the inning. (The runner on third will score if bases are loaded and batter draws a walk.) If the catcher does not secure the ball, players can advance until someone does secure the ball and steps on home plate. Three (3) outs or nine (9) batters constitute a half inning. Teams will bat through entire roster.

6. EQUIPMENT

No skull caps permitted. Full catcher’s helmet and protective cups shall be worn by all catchers. All infielders are urged to wear cups.

7. FIELDING CHANGES

All pitching changes must be submitted to the home plate umpire upon execution. Manager must notify scorekeeper as well.

8. WARM-UP PITCHING

Teams playing the second game of a double header may use the bull pen to warm up a pitcher during the first game. This can only be done after the third inning and the pitcher must be accompanied by a coach, catcher and a back up. The teams playing the first game will have preference to use the mound.

9. PITCHING REGULATIONS

The following rules shall govern the use of pitchers in the minor division. These rules will be in effect for the Spring and Fall recreational seasons.

Pitch Count: Pitcher may go to the catcher position if he/she throws 39 pitches or less, if he/she throws 40 pitches or more they are not allowed to take the catcher position. All pitchers will be limited to no more than 70 PITCHES IN A GAME once pitcher reaches 70 pitches they may finish the current batter before being pulled from game. Once the pitcher reaches 60 pitches in a game, the scorekeeper shall notify the manager, giving the manager time to warm-up a replacement pitcher. The scorekeeper is responsible for keeping the official pitch count and has final say as to the number of pitches thrown, no exceptions. Failure to follow this rule will result in a forfeit.

Innings Pitched: Okeeheelee Youth Baseball will also comply with Cal Riken Youth Baseball's inning pitched rule. This rule states that any player is allowed a maximum of 6 innings pitched in a calendar week, Monday through Sunday. In addition, if a player pitches more than 2 innings, the player is required to take at least 2 calendar days rest before pitching again.

10. SPEED UP RULE

Pitcher/Catcher may be pulled out and a pinch runner put in for them, with 2 outs it is mandatory.

11. INTENTIONAL WALKS

Each team is allowed 1 intentional walk per game, the pitcher does not throw pitches but they do count towards their pitch count. The batter intentionally walked may not be the 9th batter of the inning.

12. DROPPED 3RD STRIKES

There is no dropped 3rd strikes in this division.

MAJOR DIVISION RULES (11-12)

1. AGE OF PLAYER

Player must be eleven (11) years old by April 30 of current season. Player must not be thirteen (13) years old before May 1 of the current season.

2. REGULATION GAME

Regulation game is six innings. Game will be official if four (4) full innings are completed (3 ½ innings if the home team is ahead). There is a ten (10) run rule in effect and the game shall be called if either team is ahead by ten (10) or more runs after the completion of four (4) innings (or 3 ½ innings if the home team is ahead).

3. TIME LIMIT

No inning shall start more than one hour forty-five minutes after the official starting time, unless game is tied. Monday through Thursday, no new inning will start after 9pm.. Time will be kept by the home plate umpire.

4. MUST PLAY RULE

All players must play no less than two (2) innings defensively of every game. Should the game not go six (6) innings and a player not play his or her required number of innings; the player must then start the next ball game. Failure to comply with this “must play” rule will result in forfeiture of both ball games in which the infraction occurred — no exceptions. Violations need to be brought to the Board’s attention within 2 weeks of the violation in writing from any manager, coach, parent, or other association member in order to be acted upon. If a player is physically unable to play or is being disciplined, the situation must be reported to the press box and the other team before the game starts or the next pitch.

5. EQUIPMENT

No skull caps permitted. Full catcher’s helmet and protective cups will be worn by all catchers. All infielders are urged to wear cups.

6. FIELDING CHANGES

All pitching changes and subs must be submitted to the umpires. Manager must notify scorekeeper as well.

7. FIELD SET-UP

The baseline will be 70’ and leadoffs with steals are permitted. The pitching rubber will be set at 50’. All pitching changes must be announced by the manager, upon execution, to the scorekeeper, not the umpire. No exceptions.

8. PITCHING REGULATIONS

Pitch Count: : Pitcher may go to the catcher position if he/she throws 39 pitches or less, if he/she throws 40 pitches or more they are not allowed to take the catcher position. All pitchers will be limited to no more than 80 pitches in a single GAME once pitcher reaches 80 pitches they may finish the current batter before being pulled from game. Once the pitcher reaches 70 pitches in a game, the scorekeeper shall notify the manager, giving the manager time to warm-up a replacement pitcher. The scorekeeper is responsible for keeping the official pitch count and has final say as to the number of pitches thrown, no exceptions. Failure to follow this rule will result in a forfeit.

Innings Pitched: Okeeheelee Youth Baseball will also comply with Cal Riken Youth Baseball's inning pitched rule. This rule states that any player is allowed a maximum of 6 innings pitched in a calendar week, Monday through Sunday. In addition, if a player pitches more than 2 innings, the player is required to take at least 2 calendar days rest before pitching again.

9. INTENTIONAL WALKS

Each team is allowed 1 intentional walk per game, the pitcher MUST throw pitches.

10. SPEED UP RULE

Pitcher/Catcher may be pulled out and a pinch runner put in for them, with 2 outs it is mandatory.

BABE RUTH DIVISION RULES (13-15 YEAR)

1. AGE OF PLAYER

Player must be thirteen (13) years old by April 30 of current season. Player must not be sixteen (16) years old before May 1 of the current season.

2. REGULATION GAME

Regulation game is seven innings. Game will be official if five (5) full innings are completed (4 ½ innings if the home team is ahead). There is a ten (10) run rule in effect and the game shall be called if either team is ahead by ten (10) or more runs after the completion of five (5) innings (or 4 ½ innings if the home team is ahead). If a team is ahead by fifteen (15) or more runs after 3 complete innings, the game will be called.

3. TIME LIMIT

No inning shall start more than two (2) hours after the official game start time, unless game is tied. In the event a double header is scheduled, all such games will have a time limit of 2 hours, with every effort to have a completed game at that time, except that any inning in progress at the expiration of 2 hours will be played to conclusion.

4. MUST PLAY RULE

All players must play no less than two (2) innings defensively of every game. Should the game not go seven (7) innings and a player not play his or her required number of innings; the player must then start the next ball game. Failure to comply with this “must play” rule will result in forfeiture of both ball games in which the infraction occurred — no exceptions. Violations need to be brought to the Board’s attention within 2 weeks of the violation in writing from any manager, coach, parent, or other association member in order to be acted upon. If a player is physically unable to play or is being disciplined, the situation must be reported to the press box and the other team before the game starts or the next pitch.

5. BATTING

This division will utilize an EH (Extra Hitter) as a position and will have a ten (10) person batting order. The player designated as EH for a game shall be permitted to play in the field defensively. A nine person batting order may only be utilized in the event a team does not have a tenth player during a game.

6. EQUIPMENT

Skull caps are permitted. Either full or skull catcher’s helmets and protective cups will be worn by all catchers. All infielders are urged to wear protective cups. Batting helmets must be approved for High School play.

7. SLIDING

No must slide rule is in effect for this division. However, if in the discretion of the umpire contact is deemed to be malicious, the player will be called out, ejected from the game, and suspended from playing the next game. Head first sliding shall also be permitted at any base but home plate in this division, but is not recommended.

8. SPECIAL PITCHER/CATCHER DRAFT RULE:

The Babe Ruth division has adopted a process to identify the top pitchers and catchers in the draft.

9. PITCHING REGULATIONS

Pitch Count: : Pitcher may go to the catcher position if he/she throws 49 pitches or less, if he/she throws 50 pitches or more they are not allowed to take the catcher position. All pitchers will be limited to no more than 90 pitches in a single GAME once pitcher reaches 90 pitches they may finish the current batter before being pulled from game. Once the pitcher reaches 80 pitches in a game, the scorekeeper shall notify the manager, giving the manager time to warm-up a replacement pitcher. The scorekeeper is responsible for keeping the official pitch count and has final say as to the number of pitches thrown, no exceptions. Failure to follow this rule will result in a forfeit.

10. INTENTIONAL WALKS

Each team is allowed 2 intentional walks per game, the pitcher must throw the ball and each walk may not be the same batter.

FALL LEAGUE RULES

During the Fall Season the following exceptions to the Association's regular rules shall apply as set forth below.

The league will not award pitching or batting trophies or any other individual trophies for the Fall Season. Also, there will be no All-Star teams or Playoffs of any kind in the Fall Season divisions.

Game Time: T-Ball division will be a 1:30 min hard time no matter what inning the game is in.

Game Time: for all divisions Rookie thru Major will be 1:45 min with a hard deadline of 2hrs no matter what inning the game is in.

Game Time: for Babe Ruth Division will be 2hrs with a hard deadline of 2:15min no matter what inning the game is in.

MINOR DIVISION (9 & 10 Year Olds)

A league age nine year old must pitch two of the first four innings of every game. An inning for the purpose of this rule shall be three outs or nine batters.

MAJOR DIVISION (11 & 12 Year Olds)

A league age eleven year old must pitch two of the first four innings of every game. An inning shall conclude at the earlier of three (3) outs or 9 batters.

