

2024 Rules: Baseball Leagues

LAST UPDATED		February 29, 2024	
ELIGIBLE LEAGUES BY SEASON			
SPRING		FALL	
<ul style="list-style-type: none"> Challengers Tee Ball Junior Rookie Rookie Minor Super Major Junior Baseball 		<ul style="list-style-type: none"> Tee Ball Junior Rookie Rookie Minor Super Major Junior Baseball 	
OVERVIEW			
SPRING		FALL	
<ul style="list-style-type: none"> NFHS are used for all baseball leagues. The following are local OYO exceptions to these rules. 		<ul style="list-style-type: none"> NFHS are used for all baseball leagues. The following are local OYO exceptions to these rules. 	
OFFICIAL RULES SUMMARY			
SPRING		FALL	
1.00 – Objective of the Game 2.00 – Definition of Terms 3.00 – Game Preliminaries 4.00 – Starting and Ending Game 5.00 – Putting the Ball in Play 6.00 – The Batter 7.00 – The Runner 8.00 – The Pitcher 9.00 – The Umpire 10.00 – The Official Scorer		1.00 – Objective of the Game 2.00 – Definition of Terms 3.00 – Game Preliminaries 4.00 – Starting and Ending Game 5.00 – Putting the Ball in Play 6.00 – The Batter 7.00 – The Runner 8.00 – The Pitcher 9.00 – The Umpire 10.00 – The Official Scorer	
1.00 – OBJECTIVES OF THE GAME			
SPRING		FALL	
1.04 – THE PLAYING FIELD. Super Major – The field shall be laid out according to the NFHS instructions with the following exceptions: The infield shall be a 70-foot square. The distance between the front side of the pitcher's plate and the rear point of home plate shall be 50 feet. Minor – The field shall be laid out according to the NFHS instructions with the following exceptions: The infield shall be a 65-foot square. The distance between the front side of the pitcher's plate and the rear point of home plate shall be 46 feet.		1.04 – THE PLAYING FIELD. Super Major – The field shall be laid out according to the NFHS instructions with the following exceptions: The infield shall be a 70-foot square. The distance between the front side of the pitcher's plate and the rear point of home plate shall be 50 feet. Minor – The field shall be laid out according to the NFHS instructions with the following exceptions: The infield shall be a 65-foot square. The distance between the front side of the pitcher's plate and the rear point of home plate shall be 46 feet.	

Rookie – The pitcher’s plate shall be 40 feet from the back of home plate and centered within a 16-foot diameter circle. The coach pitcher must remain completely within the 16-foot diameter circle when delivering the pitch to a batter.

Junior Rookie – The field shall be drawn with a 16-foot diameter circle centered around the 40-foot rubber. However, a pitcher’s line may also be drawn at 27 feet with a width of 3 feet, which is five feet in front of the circle. The coach must complete the pitch with his/her front foot behind or touching the 27-foot line. A half circle also shall be drawn three feet in front of home plate connecting with the first base and third base line.

1.09 – THE BALL

Tee Ball and Challenger – RIF-1 balls are required.

Junior Rookie, Rookie, Minor, Super Major and Junior Baseball – Regular baseballs are required.

1.10 – THE BAT

1.10 – Junior Rookie, Rookie, Minor and Super Major – The bat shall not be more than 33 inches in length and the bat barrel shall not exceed 2-5/8 inches in diameter. Any bat in excess of 2-1/4 inches must display the USABat certification. Any bat not displaying the USABat certification cannot exceed 2-1/4 inches. There is no length-to-weight ratio limitation.

1.11 – Junior Baseball – The bat shall not be more than 34 inches in length and the bat barrel shall not exceed 2-5/8 inches in diameter. Any bat displaying a USABat, BPF 1.15 or BBCOR .50 certification is permissible. There is no length to weight ratio limitation.

All Leagues – On first usage of an illegal bat, the batter shall be declared out. If the ball was put in play, anyone put out is out and all runners not put out are returned to the base occupied before the ball was put into play. Also, both the team and head coach are each issued a warning. Every time an illegal bat is found for the remainder of the game, the batter and acting head coach are ejected and the aforementioned penalty to the batter and baserunners are applied. When the ejected player’s turn appears in the lineup, the offensive team is charged an out for that at bat.

1.12 – Junior Rookie, Rookie, Minor and Super Major – Shoes with metal spikes or cleats are not permitted.

1.16 – All Leagues – All batters, runners and on-deck batters must wear double earflap NOCSAE approved batting helmets. Chin straps are not required.

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1.17 – Minor, Super Major and Junior Baseball. All male players are REQUIRED to wear a protective cup when playing the catcher position.

Uniforms - All teams must wear OYO-supplied uniforms for all games.

Metal Cleats – Metal cleats are permitted in Junior Baseball division only.

Minor, Super Major and Junior Baseball Pitchers – If a pitcher’s undershirt sleeves are exposed, they shall not be white or gray. All non-white and non-gray solid colors are the only sleeve colors allowed for a pitcher to wear below the elbow.

All Leagues – No player is allowed to wear any kind of jewelry (this includes rope bracelets and necklaces). Bracelets or necklaces identifying a medical condition will be allowed. If a player recently had their ears pierced, the player must place a Band-Aid or tape over the earring before being allowed on the field. No player will be allowed to participate if they refuse to remove their jewelry.

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2.00 – DEFINITION OF TERMS

SPRING

BATTING ORDER. The batting order shall contain the entire roster of players for all leagues.

BUNT. Bunts are not permitted in Challenger, Tee Ball, Junior Rookie and Rookie.

INFIELD FLY. The Infield Fly Rule does not apply in Challenger, Tee Ball, Junior Rookie, Rookie and Minor.

STRIKE. In Challenger, Tee Ball, Junior Rookie and Rookie, called strikes are not permitted.

FALL

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3.00 – GAME PRELIMINARIES

SPRING

3.03 – PLAYER SUBSTITUTIONS

There shall be no limit on player substitutions **except for** the following limitations:

Junior Baseball – All players must play in the field for at least three (3) innings.

Minor and Super Major – No player may sit out a second inning before all players have sat out at least one inning.

- **Regular Season:** A player may play the catcher position for a maximum of 3 innings.

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- **Regular Season:** A player may play the catcher position for a maximum of 3 innings.

- **Tournament:** There is no limitation on the number of innings a player may play the catcher position – or any other non-pitching position in the field.

Junior Baseball – No player may sit out a second inning before all players have sat out at least one inning.

Junior Rookie, Rookie, Minor and Super Major – For all recreational teams in these divisions, all players must play at least one (1) inning in the infield and one (1) inning in the outfield of the same game. This requirement is excepted for tournament play.

Junior Rookie and Rookie – There are no substitutions and all players play the field at one time. A total of 13 players may play the field at once in the following positions: two pitcher's helpers (F1a, F1b), one catcher (F2), one first baseman (F3), one second baseman (F4), one third baseman (F5), one short stop (F6) and six outfielders (F7-12). The outfield begins on the grass behind the base paths.

Outfielders may not come off the grass onto the infield area until the ball reaches the batter. Only two fielders (the pitcher's helpers) are allowed to be as close as 40 feet from the back of home plate before the ball reaches the batter.

The pitcher's helpers must have both feet behind the 40-foot pitcher's rubber within the pitching circle when the ball reaches the batter. The pitcher's helpers must wear batting helmets with attached face masks and heart guards at all times when playing the position.

- **Regular Season only:** A player can play a single defensive position for no more than three (3) innings. This rule is excepted for tournament play.
- When a team has 12-13 players available defensively, the team must place two pitcher's helpers – F1a, F1b – and five outfielders along with five standard infield players (F2, F3, F4, F5, F6). In the event a team has 11 players or less, the team must furnish a minimum of one (but not more than two) pitcher's helper(s) – F1a, F1b – and a maximum of five outfielders while ensuring all five aforementioned traditional infield positions are occupied by a player as well. After the first pitch is thrown, all players must continue to play their assigned position for the entire defensive inning (either three outs or five runs) unless injured during play.

Junior Rookie: There are no substitutions and all players play the field at one time. The catcher's position must be filled with someone over the age of 11. Once a ball is batted into play, the catcher's position is covered by the fielding team and not the person over 11 acting as catcher for the coach pitcher. Only two fielders (pitcher's helpers) are allowed to be as close as 40 feet from the back of home plate and must remain in the pitcher's circle before the ball reaches the batter. The pitcher's helpers must wear batting

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helmets with an attached face mask and heart guards and must be no closer than the coach pitcher.

Tee Ball and Challenger: There are no substitutions and all players play the field at one time. Only two fielders (pitcher's helpers) are allowed to be closer than 40 ft from the back of home plate before the ball reaches the batter.

Rookie: To promote the speed of the game, the defensive team may choose to place an individual behind the catcher to assist with passed balls. Any individual behind the catcher who is younger than eighteen (18) must wear a helmet with a facemask.

3.04 – COURTESY RUNNERS

Rookie, Minor, Super Major and Junior Baseball – Teams may substitute runner for the catcher only when there are two outs. The substitute runner must be the last available batter in the order that is not a current base runner. This rule replaces the “Courtesy Runner” rule.

3.15 – COACHES

Challenger – There is no limit on coaches or buddies on the field.

Tee Ball – Three coaches shall be allowed in the field during the game.

A. Junior Rookie and Rookie Defense – The defensive team may place in the outfield no more than two (2) coaches to assist with instruction and teaching. In Rookie, a defensive coach may be placed near the backstop to assist with passed ball pitches.

B. Junior Rookie and Rookie Offense – The offensive team shall have one coach in the pitching circle and no more than two (2) base coaches on the field. There shall also not be any other loose equipment outside of the dugout area. In Junior Rookie, the catcher’s position must be filled with someone over the age of 11 from the offensive team.

Base coaches are the only offensive coaches on the field allowed to coach offensive batters and runners. The coach-pitcher is not allowed to coach runners or batter once he/she has pitched the ball to the batter until the end of the play and the coach-pitcher has the ball in his/her hand.

C. Minor, Super Major and Junior Baseball – The offensive and defensive teams are permitted to have coaches outside of the dugout area. They must remain immediately in front of and as close to the dugout fence as possible. They are permitted to use a bucket as a seat provided they ensure it does not interfere with a play. They shall also NOT have any loose equipment outside of the dugout area.

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PENALTY (for A-C): If a thrown ball/batted ball hits a coach or loose equipment OR that causes interference with a play or advancement of runners, the ball shall become dead and the Umpire, at their discretion, may call an out(s), award bases or return runners.

3.16 – ADDING PLAYERS

A potential player who registers late to play in any league within the Oaklandon Youth Organization after the release of rosters but before opening day shall be assigned by the Commissioner for the league to the team that is next in order to receive a player or that lacks the number of players in comparison with the other teams in that particular league. In this instance, the decision to assign the player is within the sole discretion of the Commissioner.

Late registration of any potential player in any league within the Oaklandon Youth Organization after opening day is subject to the approval of the Commissioner for the league which the player seeks to enter and the Executive Board. Should the Commissioner and the Executive Board approve the late registration of the player, the Executive Vice President shall assign the player to the team that is next in order to receive a player or that lacks the number of players in comparison with the other teams in that particular league. In this instance, the decision to assign the player is within the sole discretion of the Executive Vice President.

3.17 – EVALUATION OF PLAYERS

For all recreational leagues, the coaches for each team shall evaluate players at the end of the regular season but before the commencement of tournament play. Prior to tournament play, the coaches shall complete the online evaluations for all players on the coach's team to the Commissioner for the league. Should a coach complete the evaluations by the required time, he/she may be required to serve a penalty up to and including a one (1) game suspension to be enforced during his/her team's first game of the tournament.

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3.16 – ADDING PLAYERS

A potential player who registers late to play in any league within the Oaklandon Youth Organization after the player draft but before opening day shall be assigned by the Commissioner for the league to the team that is next in order to receive a player or that lacks the number of players in comparison with the other teams in that particular league. In this instance, the decision to assign the player is within the sole discretion of the Commissioner.

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4.00 – STARTING AND ENDING THE GAME

SPRING

4.04 – All leagues will adopt a policy of a continuous batting order that will include all players on the team roster present for the game batting in order. All leagues will adopt a policy of allowing players to be entered and/or re-entered defensively into the game anytime provided he/she meets the requirements of mandatory play stated in rule 3.03.

LATE ARRIVAL (Regular Season) – Any player who was not present at the beginning of the game will be allowed to remain in the original batting order. If the player is not

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present when it is their turn to bat, they will be placed at the end of the batting order and can remain there until they arrive. There is no penalty imposed if the player is not present at the time of his bat.

LATE ARRIVAL RULE (Tournament) – Any player who was not present at the beginning of the game will be allowed to remain in the original batting order. If the player is not present when it is their turn to bat, the batter can either remain in the batting order and accept an out for every at bat the batter is not present or be removed from the batting order. If the team chooses to take the out(s) for the missed batter, they are allowed to insert the player in any position. If a team chooses to remove the player from the batting order, the player cannot enter the game.

4.05 – BASE COACHES

- (1) Shall be eligible players in the uniform of their team or adult base coaches. If players are used as base coaches, the players must wear helmets.

4.10 – REGULATION GAME

Junior Baseball – A regulation game is seven (7) innings or two hours, whichever comes first.

Super Major and Minor – A regulation game is six (6) innings or two hours, whichever comes first.

Rookie – A regulation game is six (6) innings or 1 hour and 40 minutes, whichever comes first.

Junior Rookie – A regulation game is five (5) innings or 1 hour and 30 minutes, whichever comes first.

Tee Ball and Challenger – A regulation game is four (4) innings. Games should be concluded within 75 minutes, when possible. A half inning is completed when one half of the players on the team's roster have batted.

- **Tee Ball** – Limit is one half the available roster or six (6) batters per half inning, whichever is less;
- **Challenger** – Limit is eight (8) batters per half inning. When the last batter in each half inning comes to the plate and hits the ball, the batter-runner and all base runners must advance to home plate.

REGULAR SEASON – NO GAME – All Leagues – If a game fails to reach the 45-minute mark based on the scheduled start time, it is not a regulation game and may be rescheduled as a new game as scheduling permits.

REGULAR SEASON – SUSPENDED GAME – All Leagues – A game may be called for weather or darkness by the park

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- (1) Shall be eligible players in the uniform of their team or adult base coaches. If players are used as base coaches, the players must wear helmets.

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Super Major and Minor – A regulation game is six (6) innings or 1 hour and 45 minutes, whichever comes first.

Rookie – A regulation game is six (6) innings or 1 hour and 45 minutes, whichever comes first.

Junior Rookie – A regulation game is five (5) innings or 1 hour and 45 minutes, whichever comes first.

Tee Ball – A regulation game is four (4) innings. Games should be concluded within 75 minutes, when possible. A half inning is completed when one half of the players on the team's roster have batted.

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ALL LEAGUES: The game ends immediately at 1hr 45 min. Final game scores shall revert to the last completed inning. During the tournament, teams will complete the current inning of play before determining the winner.

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REGULAR SEASON – SUSPENDED GAME – All Leagues – A game may be called for weather or darkness by the park



advisor only. A game may be suspended by the park advisor or the umpire for any reason. The umpire or park advisor may extend the game time limit to account for an extended suspension of play.

TOURNAMENT- SUSPENDED GAME – All Leagues – A game may be called for weather or darkness by the park advisor only. A game may be suspended by the park advisor or the umpire for any reason. The umpire or park advisor may extend the game time limit to account for an extended suspension of play. If a game fails to reach the regulation minimum limit of 3½ innings or 4 innings played (4½ or 5 innings Junior Baseball), it will be suspended and completed at a later date and time determined by the league. The suspended game will resume from the exact point it was stopped with the same game clock time. The game will continue until it's a regulation game (6 or 7 innings) or the time limit is reached, whichever comes first.

4.10 Regulation Game: 10 p.m. Alert: Junior Rookie, Rookie, Minor and Super Major – At 10 p.m., no new inning may be started after 10 p.m. Innings starting prior to 10 p.m. will be played to completion with the game's final score reflected as the last full inning played. The game will be considered a complete game.

Tee Ball and Challenger – Games do not keep score and outs are not recorded or enforced.

Junior Baseball – No team may score more than seven (7) runs in an inning. There is no run limit in the seventh (7th) inning.

Rookie, Minor and Super Major – No team may score more than five (5) runs in an inning. There is a ten (10) run limit in the sixth inning and any subsequent innings. All six (6) innings shall be played if time permits. During the tournament, teams may score an unlimited number of runs in the sixth and all subsequent innings as the 10-run maximum rule does not apply during tournament games.

Junior Rookie – No team may score more than five (5) runs in an inning including the fifth. During the tournament, teams may score an unlimited number of runs in the fifth and all subsequent innings as the 10-run maximum rule does not apply during tournament games.

Junior Rookie, Rookie, Minor and Super Major Regular Season Play: We will have no mercy rule or run ahead rule. Games will be complete when the time limit rule is met, or the appropriate number of innings have been completed for each age group.

Junior Baseball Regular Season and Tournament Play: If after 5 innings (4 and one half if the home team is ahead) one team has a lead of 10 runs or more, the manager of the

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Tee Ball – Games do not keep score and outs are not recorded or enforced.

Junior Baseball – No team may score more than seven (7) runs in an inning. There is no run limit in the seventh (7th) inning.

Rookie, Minor and Super Major – No team may score more than five (5) runs in an inning. There is a ten (10) run limit in the sixth inning and any subsequent innings. All six (6) innings shall be played if time permits. During the tournament, teams may score an unlimited number of runs in the sixth and all subsequent innings as the 10-run maximum rule does not apply during tournament games.

Junior Rookie – No team may score more than five (5) runs in an inning including the fifth. During the tournament, teams may score an unlimited number of runs in the fifth and all subsequent innings as the 10-run maximum rule does not apply during tournament games.

Junior Rookie, Rookie, Minor and Super Major Regular Season Play: We will have no mercy rule or run ahead rule. Games will be complete when the time limit rule is met, or the appropriate number of innings have been completed for each age group.

Junior Baseball Regular Season and Tournament Play: If after 5 innings (4 and one half if the home team is ahead) one team has a lead of 10 runs or more, the manager of the



team with the least runs shall concede the victory to the opponent. *NOTE: if the visiting team has a lead of ten (10) runs or more, the home team must bat in its half of the inning.*

All Leagues (except Junior Baseball) Tournament Play: If after four (4) innings (three and one half innings if the home team is ahead) one team has a lead of fifteen (15) runs or more, the manager of the team with the least runs shall concede the victory to the opponent. *NOTE: If the visiting team has a lead of fifteen (15) runs or more, the home team must bat in its half of the inning.*

Championship Games – All championship games, will follow a 2 hour, 15 minute, finish the inning, time limitation.

4.11 – A TIE GAME

(e) A regulation game that is tied after four (4) or more completed innings (five or more completed innings for Junior Baseball) and halted by the umpire, shall be:

Regular season: If time permits, play will continue using the following tournament format until time limit is reached:

Tournament: In the event of a tie at the end of regular play, additional innings will be played as follows, regardless of time played:

The last available batter in the order of the “visitor” team (first team at bat) will be placed on second base with no outs. Play will resume, starting each half inning with the available batter in the order on second base until a team is declared in the lead at the completion of the inning.

4.17 – FORFEIT GAME

All recreational leagues for Tournament Play Only If a team has less than six (6) players after 10 minutes past the scheduled game time, the team forfeits the game by a score of 5-0 (five-inning regulation game), 6-0 (six-inning regulation game), or 7-0 (seven-inning regulation game). No player substitutions from other teams or younger divisions will be permitted during the tournament. For teams with six (6) or more players present, they will not have to take an out in the batting order.

All recreational leagues for Regular Season Play – All teams will play regular season game regardless of the number of players present and will not have to take an out in the batting order. The umpires will be required to umpire and the team and available players will be required to play.

4.19 – PROTESTING GAME

team with the least runs shall concede the victory to the opponent. *NOTE: if the visiting team has a lead of ten (10) runs or more, the home team must bat in its half of the inning.*

All Leagues (except Junior Baseball) Tournament Play: If after four (4) innings (three and one half innings if the home team is ahead) one team has a lead of fifteen (15) runs or more, the manager of the team with the least runs shall concede the victory to the opponent. *NOTE: If the visiting team has a lead of fifteen (15) runs or more, the home team must bat in its half of the inning.*

Championship Games – All tournament games, including championship games, will follow same time limitations followed throughout the tournament.

4.11 – A TIE GAME

(e) A regulation game that is tied after four (4) or more completed innings (five or more completed innings for Junior Baseball) and halted by the umpire, shall be:

Regular season: If time permits, play will continue using the following tournament format until time limit is reached:

Tournament: In the event of a tie at the end of regular play, additional innings will be played as follows, regardless of time played:

The last available batter in the order of the “visitor” team (first team at bat) will be placed on second base with no outs. Play will resume, starting each half inning with the available batter in the order on second base until a team is declared in the lead at the completion of the inning.

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All recreational leagues for Tournament Play Only If a team has less than six (6) players after 10 minutes past the scheduled game time, the team forfeits the game by a score of 5-0 (five-inning regulation game), 6-0 (six-inning regulation game), or 7-0 (seven-inning regulation game). No player substitutions from other teams or younger divisions will be permitted during the tournament. For teams with six (6) or more players present, they will not have to take an out in the batting order.

All recreational leagues for Regular Season Play – All teams will play regular season game regardless of the number of players present and will not have to take an out in the batting order. The umpires will be required to umpire and the team and available players will be required to play.

4.19 – PROTESTING GAME

Junior Rookie, Rookie, Minor, Super Major and Junior Baseball – Protests shall be considered only when based on a violation of the playing rules. No protest shall be considered on a decision involving umpire's or park advisor's judgment.

- **REGULAR SEASON:** Protests shall be resolved immediately before the next play. Protests may only be made by the manager or head coach. Upon being presented with a protest by the manager or head coach, the plate umpire shall suspend play and call all the field umpires together in consultation with no manager, coach, or player present. The plate umpire will decide immediately on the protest before the game is resumed and his decision is final. Protests are not allowed after another play has occurred.
- **TOURNAMENT:** The protesting manager shall immediately and before any succeeding play begins, notify the plate umpire that the game is being played under protest. All protests must also be submitted in writing to the OYO President within 30 minutes after completion of the game and must be accompanied by \$100.00 in cash. Checks, credits cards and IOUs will not be accepted. Protests will not be accepted for review by the league without the cash payment. A committee composed of the league President, League Commissioner, UIC and one or more Executive Board Member(s) shall hear and resolve any such protest by midnight. If the protest is allowed, the \$100.00 cash payment will be returned to the protesting coach and the game will be resumed from the exact point when the infraction occurred. If the protest is denied, the \$100.00 cash payment will NOT be returned and be awarded to The 24 Group.

Junior Rookie, Rookie, Minor, Super Major and Junior Baseball – Protests shall be considered only when based on a violation of the playing rules. No protest shall be considered on a decision involving umpire's or park advisor's judgment.

- **REGULAR SEASON:** Protests shall be resolved immediately before the next play. Protests may only be made by the manager or head coach. Upon being presented with a protest by the manager or head coach, the plate umpire shall suspend play and call all the field umpires together in consultation with no manager, coach, or player present. The plate umpire will decide immediately on the protest before the game is resumed and his decision is final. Protests are not allowed after another play has occurred.
- **TOURNAMENT:** The protesting manager shall immediately and before any succeeding play begins, notify the plate umpire that the game is being played under protest. All protests must be presented to the Advisor on Duty and must be accompanied by \$100.00 in cash. Checks, credits cards and IOUs will not be accepted. Protests will not be accepted for review by the league without the cash payment. A committee composed of one board member unaffiliated with the game and all umpires affiliated with the game will review and resolve the protest immediately. As needed, the Advisor on Duty may be free to consult with another executive board member, league commissioner or Umpire In Chief, when in doubt. If the protest is allowed, the \$100.00 cash payment will be returned to the protesting coach and the game will be resumed from the exact point when the infraction occurred. If the protest is denied, the \$100.00 cash payment will not be returned and be awarded to The 24 Group.

5.00 – PUTTING THE BALL IN PLAY – LIVE BALL

SPRING

5.07 – Tee Ball and Challenger – The side is retired when one-half (1/2) of the players on the roster have batted one time in the half-inning. The limit shall be one-half of the team's roster or six (6) batters for **Tee Ball** and eight (8) batters for **Challenger** in a half inning. When the last batter in each half inning comes to the plate and hits the ball, the batter-runner and all base runners must advance to home plate.

5.09 – Junior Rookie and Rookie – The batter shall **not** be awarded first base when a pitched ball touches the batter or his clothing.

FALL

5.07 – Tee Ball – The side is retired when one-half (1/2) of the players on the roster have batted one time in the half-inning. The limit shall be one-half of the team's roster or six (6) batters for **Tee Ball**. When the last batter in each half inning comes to the plate and hits the ball, the batter-runner and all base runners must advance to home plate.

5.09 – Junior Rookie and Rookie – The batter shall **not** be awarded first base when a pitched ball touches the batter or his clothing.



<p>5.10 – Junior Rookie and Rookie – The umpire will call time when a pitcher’s helper has control of the ball within the pitching circle or when the advancement of the lead runner has been stopped by the defensive team. Runners who have passed the 30-foot hash mark when time is called will be allowed to proceed to the next base without liability to be put out.</p> <p>5.10.2 – Junior Rookie and Rookie – On an overthrow from an infield position to first base, all runners are allowed to advance a maximum of two bases from the time the ball is thrown.</p> <p>5.11 – Junior Rookie and Rookie – After the ball is dead, play shall resume when the coach-pitcher has possession of the ball and takes his position within the pitching circle. The umpire shall call "play" as soon as the coach-pitcher takes his position within the pitching circle with possession of the ball.</p> <p>5.12 – Minor – Once a pitcher has the ball in his possession on the mound, which is defined as the circumference surrounding the pitching mound, all base runners must advance to the base of their choice. Failure to advance to the base will cause the base runner to be called “out.” This rule goes into effect as soon as the batter reaches first base or an out is made on the batter’s hit ball. <i>Note: There shall be one (1) warning per team per game, including Tournament.</i></p> <p>5.13 – All Leagues – Catcher Chatter to the Batter in Batter’s Box – Once a pitcher is in contact with the rubber, the catcher may not communicate with the batter until after the pitch (or play) is complete. If a catcher interferes with the batter through verbal communication, the play shall continue as the umpire shall signal Defensive Obstruction and present the option to the offensive team to either accept the outcome of the play or award the batter 1st base and only runners in a force out situation may advance. <i>Note: There shall be one (1) warning per team per game, including Tournament.</i></p>	<p>5.10 – Junior Rookie and Rookie – The umpire will call time when a pitcher’s helper has control of the ball within the pitching circle or when the advancement of the lead runner has been stopped by the defensive team. Runners who have passed the 30-foot hash mark when time is called will be allowed to proceed to the next base without liability to be put out.</p> <p>5.10.2 – Junior Rookie and Rookie – On an overthrow from an infield position to first base, all runners are allowed to advance a maximum of two bases from the time the ball is thrown.</p> <p>5.11 – Junior Rookie and Rookie – After the ball is dead, play shall resume when the coach-pitcher has possession of the ball and takes his position within the pitching circle. The umpire shall call "play" as soon as the coach-pitcher takes his position within the pitching circle with possession of the ball.</p> <p>5.12 – Minor – Once a pitcher has the ball in his possession on the mound, which is defined as the circumference surrounding the pitching mound, all base runners must advance to the base of their choice. Failure to advance to the base will cause the base runner to be called “out.” This rule goes into effect as soon as the batter reaches first base or an out is made on the batter’s hit ball. <i>Note: There shall be one (1) warning per team per game, including Tournament.</i></p> <p>5.13 – All Leagues – Catcher Chatter to the Batter in Batter’s Box – Once a pitcher is in contact with the rubber, the catcher may not communicate with the batter until after the pitch (or play) is complete. If a catcher interferes with the batter through verbal communication, the play shall continue as the umpire shall signal Defensive Obstruction and present the option to the offensive team to either accept the outcome of the play or award the batter 1st base and only runners in a force out situation may advance. <i>Note: There shall be one (1) warning per team per game, including Tournament.</i></p>
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6.00 – THE BATTER

SPRING	FALL
<p>Thrown Bat – Junior Rookie and Rookie – If a batter throws their bat and hits any person on the field (defensive/offensive player, coach or umpire), the ball is dead and the batter will be called out. <i>Note: There shall be one (1) warning per team per game, including Tournament.</i></p> <p>Minor, Super Major and Junior Baseball: If a batter throws their bat and hits any person on the field (defensive/offensive player, coach or umpire), the ball is dead and the batter will be called out.</p>	<p>Thrown Bat – Junior Rookie and Rookie – If a batter throws their bat and hits any person on the field (defensive/offensive player, coach or umpire), the ball is dead and the batter will be called out. <i>Note: There shall be one (1) warning per team per game, including Tournament.</i></p> <p>Minor, Super Major and Junior Baseball: If a batter throws their bat and hits any person on the field (defensive/offensive player, coach or umpire), the ball is dead and the batter will be called out.</p>



6.01- All leagues shall use a continuous batting order with all players on the roster (see rule 4.04).

- During tournament play, if a player starts and then leaves a regulation tournament game prior to its completion for any reason, one out shall be taken by the team when the player's roster turn at-bat is encountered. Exception to this rule is when the player leaves due to injury sustained as a result of play during the game.
- If play of a tournament game is interrupted after a player leaves (i.e., by rain) and is rescheduled for completion at a later date, any player who previously left during the initial play and returns at the make-up time may re-enter without taking the necessary out.

Rookie – Each player shall receive a limit of five (5) pitches or three (3) strikes. If the player does not hit a fair ball within the five pitches or three strikes, the player is "out." The batter is still alive on a foul third strike.

Tee Ball and Challenger – Each batter shall receive a limit of five (5) pitches after which the batting tee is required.

Junior Rookie – Each player shall receive a limit of five (5) pitches or three (3) swings per at bat. After the fifth pitch, the batter shall have two (2) swings from the tee to cleanly hit the ball from the tee. If the bat makes contact with the ball, but the ball does not go beyond the three-foot circle in front of home plate, it will be ruled as a dead ball and count as a swing.

- The coach pitcher is responsible for removing the batting tee from the field of play immediately following the batter's swing(s).
- **THE LAST TWO WEEKS OF THE REGULAR SEASON AND TOURNAMENT:** In the fourth inning and all subsequent innings, each player shall receive a limit of five (5) pitches or three (3) strikes per at bat and no use of tee is allowed. If a player hits a ball foul on a fifth or subsequent pitch, an additional pitch is permitted.

6.05 – Junior Rookie, Rookie and Minor – The infield fly rule shall not be enforced.

6.07 – Batting out of turn in Challenger and Tee Ball – There shall be no penalty and the player that bats out of turn shall **not** have another turn at bat, but shall resume the normal batting position next time up.

6.08 – Challenger, Tee Ball, Junior Rookie and Rookie – No walks are allowed.

6.09 – Junior Rookie and Rookie – The batter becomes a runner when a batted ball is hit which goes between the

6.01- All leagues shall use a continuous batting order with all players on the roster (see rule 4.04).

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first base and third base lines. If a fair batted ball hits the coach-pitcher before touching a defensive player, the ball is immediately dead and all runners must return to the base they occupied before the pitch. The batter is returned to the plate with the same count as before. Interference may be ruled when the coach-pitcher hinders a fielder from making a play on a batted ball.

Junior Rookie and Rookie – If a fair batted ball hits the coach-pitcher after touching a defensive player the ball is immediately dead and the batter is awarded first base. Base runners advance if forced only.

Junior Rookie and Rookie – If the coach-pitcher touches a fair or foul ball intentionally, the ball is dead, the batter is out and all base runners must return to the base they occupied before the ball was hit.

6.10 – Minor and Super Major – If a batter fakes a bunt and then takes a full swing, the batter is out for illegal action. *Note: There shall be one (1) warning per team per game, including Tournament. When the warning is issued, the play is negated as a no-pitch play.*

6.11 – All Leagues – The batter is permitted to remove both feet from the batter’s box between pitches.

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7.00 – THE RUNNER

SPRING

7.01 – Junior Rookie, Rookie and Minor – If a runner leaves the base early and ball is hit in play, the defense has a chance to put both runners out. After the umpire declares the runner leaving the base early, the defensive coach can choose to take the result of the play or the runner leaving early to be out and the batter to return to bat with the same count.

If the ball is not put in play the ball should be immediately dead and "No Pitch" declared. The runner leaving early should be called out and the batter returning to the same count. *Note: There shall be one (1) warning per team per game, including Tournament.*

7.05 – Junior Rookie and Rookie – If a fair batted ball touches a defensive coach standing in the outfield grass, the batter and all runners are awarded three bases from the time of the pitch.

- **Junior Rookie and Rookie** – If a thrown ball touches the coach-pitcher, the ball is immediately dead and all runners must return to the last base they touched. The coach pitcher must not interfere (intentionally or unintentionally) with play on the field. Interference may be ruled when the coach pitcher hinders a fielder from making a play on a batted or thrown ball.

FALL

7.01 – Junior Rookie, Rookie and Minor – If a runner leaves the base early and ball is hit in play, the defense has a chance to put both runners out. After the umpire declares the runner leaving the base early, the defensive coach can choose to take the result of the play or the runner leaving early to be out and the batter to return to bat with the same count.

If the ball is not put in play the ball should be immediately dead and "No Pitch" declared. The runner leaving early should be called out and the batter returning to the same count. *Note: There shall be one (1) warning per team per game, including Tournament.*

7.05 – Junior Rookie and Rookie – If a fair batted ball touches a defensive coach standing in the outfield grass, the batter and all runners are awarded three bases from the time of the pitch.

- **Junior Rookie and Rookie** – If a thrown ball touches the coach-pitcher, the ball is immediately dead and all runners must return to the last base they touched. The coach pitcher must not interfere (intentionally or unintentionally) with play on the field. Interference may be ruled when the coach pitcher hinders a fielder from making a play on a batted or thrown ball.



<ul style="list-style-type: none"> • Tee Ball and Challenger – The runner or runners are not permitted to advance on an overthrow. <p>7.06 – Minor – Runners are entitled to advance with liability to be put out once the ball crosses the plate.</p> <p>7.09 – All leagues – Once a runner advances past 1st base, the runner is considered abandoning their opportunity to advance to the next base once they step into dead ball territory.</p>	<ul style="list-style-type: none"> • Tee Ball – The runner or runners are not permitted to advance on an overthrow. <p>7.06 – Minor – Runners are entitled to advance with liability to be put out once the ball crosses the plate.</p> <p>7.09 – All leagues – Once a runner advances past 1st base, the runner is considered abandoning their opportunity to advance to the next base once they step into dead ball territory.</p>
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8.00 – THE PITCHER

SPRING	FALL
<p>8.01- Super Major and Junior Baseball – The pitcher must take signs from the catcher while standing on the rubber.</p> <p>Rookie – Pitching shall be done by the offensive team's coach and must be overhand pitch. The coach-pitcher must complete the pitch fully within the 16-foot diameter circle starting at 40 feet. The coach must complete the pitch with his/her front foot behind or touching the 27-foot line.</p> <ul style="list-style-type: none"> • If the pitcher steps outside the circle when making a pitch, the ball is immediately dead. <p>Junior Rookie – Pitching shall be done by the offensive team's coach and must be overhand pitch. The coach must complete the pitch with his/her front foot behind or touching the 27-foot line.</p> <ul style="list-style-type: none"> • If the pitcher steps over the line when making a pitch, the ball is immediately dead. <p>Junior Rookie and Rookie – The pitcher's helpers must have both feet fully inside the pitching circle when the ball reaches the batter and may not be closer than 40 feet from the back of home plate. Pitcher's helpers are not allowed to leave the pitcher's circle or advance towards home plate until the ball reaches the batter. Penalty: If the batter does not hit the ball or if the batter hits the ball and the pitcher's helper is not involved in an initial or subsequent play on the batted ball, there is no penalty. If the pitcher's helper is involved in an initial or subsequent play on the batted ball the batter will be awarded first base and all runners will be allowed to advance one base. Alternatively, the offensive team may choose to keep the outcome of the play.</p> <p>Challenger and Tee Ball– Pitching shall be done by the offensive team's coach. There is no limit on pitching distance and pitching may be overhand or underhand.</p> <p>Tee Ball and Junior Rookie – All catchers must be individuals ages 11 or older. The hitting team must supply the catcher.</p> <p>Mandatory facemask and heart guard for pitcher's helper position – Regardless of league, except tee ball, if a pitcher's</p>	<p>8.01- Super Major and Junior Baseball – The pitcher must take signs from the catcher while standing on the rubber.</p> <p>Rookie – Pitching shall be done by the offensive team's coach and must be overhand pitch. The coach-pitcher must complete the pitch fully within the 16-foot diameter circle starting at 40 feet. The coach must complete the pitch with his/her front foot behind or touching the 27-foot line.</p> <ul style="list-style-type: none"> • If the pitcher steps outside the circle when making a pitch, the ball is immediately dead. <p>Junior Rookie – Pitching shall be done by the offensive team's coach and must be overhand pitch. The coach must complete the pitch with his/her front foot behind or touching the 27-foot line.</p> <ul style="list-style-type: none"> • If the pitcher steps over the line when making a pitch, the ball is immediately dead. <p>Junior Rookie and Rookie – The pitcher's helpers must have both feet fully inside the pitching circle when the ball reaches the batter and may not be closer than 40 feet from the back of home plate. Pitcher's helpers are not allowed to leave the pitcher's circle or advance towards home plate until the ball reaches the batter. Penalty: If the batter does not hit the ball or if the batter hits the ball and the pitcher's helper is not involved in an initial or subsequent play on the batted ball, there is no penalty. If the pitcher's helper is involved in an initial or subsequent play on the batted ball the batter will be awarded first base and all runners will be allowed to advance one base. Alternatively, the offensive team may choose to keep the outcome of the play.</p> <p>Tee Ball – Pitching shall be done by the offensive team's coach. There is no limit on pitching distance and pitching may be overhand or underhand.</p> <p>Tee Ball and Junior Rookie – All catchers must be individuals ages 11 or older. The hitting team must supply the catcher.</p> <p>Mandatory face mask and heart guard for pitcher's helper position – Regardless of league, except tee ball, if a pitcher's</p>



helper is one of the infield positions, he or she must wear a league-approved helmet with face mask and heart guard for protection and it must be worn at all times when on the field. Tee Ball pitcher's helper(s) only need to wear a league-approved helmet.

8.02 – Minor, Super Major and Junior Baseball – There is no limit on the number of batters that are hit by a pitcher in an inning or game.

8.03 – Minor, Super Major and Junior Baseball – When a pitcher takes a position at the beginning of the inning, that pitcher shall be permitted to pitch and not exceed five (5) preparatory pitches to the catcher or other teammate acting in the capacity of the catcher. The time limit for preparatory pitches shall not exceed 1 minute from the time that the side was retired.

8.04 – Super Major – Each pitcher is allowed one balk warning per game, *including tournament games*.

8.05 – Super Major and Junior Baseball – When pitching from the set position, during the preliminary motions but prior to the delivery motion, the pitcher may turn on his pivot foot or lift it in a jump turn to step with the non-pivot foot toward a base while throwing to the base.

8.06 – Super Major and Junior Baseball – When a balk is called, it is an immediate dead ball.

Minor – A pitcher shall be required to pitch from the stretch when a runner or runners are on base. A balk shall occur if the pitcher does not start on the pitching rubber with hands separated, if the pitcher fails to come set prior to delivering a pitch to the batter, or if a pitcher separates hands more than one time while on the pitching rubber. A called balk shall be result in an immediate dead ball. Runners shall not be awarded a base for a called balk.

8.07 – Pitching Limits:

All Leagues – A single pitch in an inning constitutes an inning pitched.

Junior Baseball – A 13 or 14-year-old pitcher, or any combination thereof, must pitch the equivalent of either six of the first 12 outs (or two completed innings by outs or allowance of maximum number of runs). Only the starting pitcher may re-enter as a pitcher one time in a Junior Baseball game. If a starting pitcher has completed their last inning pitched then they may re-enter as a pitcher, provided they are still eligible as laid out in Rule 8.07 A-F.

helper is one of the infield positions, he or she must wear a league-approved helmet with face mask and heart guard for protection and it must be worn at all times when on the field. Tee Ball pitcher's helper(s) only need to wear a league-approved helmet.

8.02 – Minor, Super Major and Junior Baseball – There is no limit on the number of batters that are hit by a pitcher in an inning or game.

8.03 – Minor, Super Major and Junior Baseball – When a pitcher takes a position at the beginning of the inning, that pitcher shall be permitted to pitch and not exceed five (5) preparatory pitches to the catcher or other teammate acting in the capacity of the catcher. The time limit for preparatory pitches shall not exceed 1 minute from the time that the side was retired.

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8.07 – Pitching Limits:

All Leagues – A single pitch in an inning constitutes an inning pitched.

Junior Baseball – A 13 to 16-year-old pitcher may not pitch more than 2 innings per game on a single-day of a doubleheader. A 13 or 14-year-old pitcher, or any combination thereof, must pitch the equivalent of either six of the first 12 outs (or two completed innings by outs or allowance of maximum number of runs). Only the starting pitcher may re-enter as a pitcher one time in a Junior Baseball game. If a starting pitcher has completed their last inning pitched then they may re-enter as a pitcher, provided they are still eligible as laid out in Rule 8.07 A-F.

- **Tournament:** A pitcher may not pitch more than two (2) innings during any rec league tournament game.

Minor and Super Major – Any pitcher who has completed their last inning pitched may re-enter as a pitcher, provided they are still eligible as laid out in Rule 8.07 A-F.

Minor: A pitcher may not pitch more than two (2) innings in a game.

- **Tournament:** A pitcher may not pitch more than two (2) innings during any rec league tournament game.

Super Major – A pitcher may not pitch more than four (4) innings in a game.

- **Tournament:** A pitcher may not pitch more than two (2) innings during any rec league tournament game.

8.08 – Charged Defensive Conferences:

Minor, Super Major and Junior Baseball – A defensive team is allowed a maximum of three (3) charged defensive conferences during a game without penalty. On the fourth (4th) charged defensive conference, and every charged defensive conference after, the pitcher must be removed. If the game goes into extra innings, each team is given one (1) charged defensive conference without penalty. On the second charged conference in an extra inning, the pitcher must be removed.

If a pitcher is removed during a charged conference, that charged conference is not counted.

Minor, Super Major and Junior Baseball – If a defensive team has two (2) charged conferences in the same inning with the same pitcher, that pitcher must be removed from the pitching position for the remainder of the game.

- **Tournament:** A pitcher may not pitch more than two (2) innings during any rec league tournament game, no limit for the day.

Minor and Super Major – Any pitcher who has completed their last inning pitched may re-enter as a pitcher, provided they are still eligible as laid out in Rule 8.07 A-F.

Minor: A pitcher may not pitch more than three (3) innings on a single day of a doubleheader.

- **Tournament:** A pitcher may not pitch more than two (2) innings during any tournament game, no limit for the day.

Super Major – A pitcher may not pitch more than four (4) innings on a single day of a doubleheader.

- **Tournament:** A pitcher may not pitch more than two (2) innings during any tournament game, no limit for the day.

8.08 – Charged Defensive Conferences:

Minor, Super Major and Junior Baseball – A defensive team is allowed a maximum of three (3) charged defensive conferences during a game without penalty. On the fourth (4th) charged defensive conference, and every charged defensive conference after, the pitcher must be removed. If the game goes into extra innings, each team is given one (1) charged defensive conference without penalty. On the second charged conference in an extra inning, the pitcher must be removed.

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Minor, Super Major and Junior Baseball – If a defensive team has two (2) charged conferences in the same inning with the same pitcher, that pitcher must be removed from the pitching position for the remainder of the game.



9.00 – THE UMPIRE	
SPRING	FALL
<p>9.01 – All Leagues – If a coach or player is removed (ejected) from a game by the umpire, the coach or player may not participate in the team's next game(s) as specified in the OYO Code of Conduct, without written approval from OYO Executive Board.</p> <p>9.02 – If there are two or more umpires, one shall be designated the plate umpire and the others field umpires.</p> <p>9.03 – If different decisions are made on one play by different umpires, the plate umpire may call all umpires together in consultation. The plate umpire shall determine which decision shall prevail.</p>	<p>9.01 – All Leagues – If a coach or player is removed (ejected) from a game by the umpire, the coach or player may not participate in the team's next game(s) as specified in the OYO Code of Conduct, without written approval from OYO Executive Board.</p> <p>9.02- If there are two or more umpires, one shall be designated the plate umpire and the others field umpires.</p> <p>9.03 – If different decisions are made on one play by different umpires, the plate umpire may call all umpires together in consultation. The plate umpire shall determine which decision shall prevail.</p>
10.00 – THE OFFICIAL SCORER	
SPRING	FALL
<p>10.01 – There shall be two official scorers per game: one on the home team and one on the visiting team. Each official scorer must record the results of the game in an official scorebook provided by the league. In the event that only one team provides an official scorer, that scorer will become the official scorer for the game. The team’s manager shall inform the umpires of the official scorer's identity before the game. The official scorers will consult with each other after each inning. If a discrepancy occurs between the two scorers, the scorers will inform the umpire immediately and the umpire will suspend play until the discrepancy is resolved. In the event that the discrepancy in the score cannot be resolved in less than five (5) minutes, the umpires will consult both score sheets and decide the score of the game. If the umpires cannot agree, the plate umpire’s ruling shall be followed. The umpire’s decision on the game score shall be final and may not be protested.</p>	<p>10.01 – There shall be two official scorers per game: one on the home team and one on the visiting team. Each official scorer must record the results of the game in an official scorebook provided by the league. In the event that only one team provides an official scorer, that scorer will become the official scorer for the game. The team’s manager shall inform the umpires of the official scorer's identity before the game. The official scorers will consult with each other after each inning. If a discrepancy occurs between the two scorers, the scorers will inform the umpire immediately and the umpire will suspend play until the discrepancy is resolved. In the event that the discrepancy in the score cannot be resolved in less than five (5) minutes, the umpires will consult both score sheets and decide the score of the game. If the umpires cannot agree, the plate umpire’s ruling shall be followed. The umpire’s decision on the game score shall be final and may not be protested.</p>

