

SPRING SEASON 2021

NEW FAMILY ORIENTATION

MARCH 2, 2021 | 7 P.M.
VIRTUAL MEETING

WITH MUCH APPRECIATION…

THANK YOU!

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ABOUT OYO

FUN! FUN! FUN! BALLPLAYERS AGES 4-18



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HISTORY

GETTING STARTED



FOUNDED IN 1975

VOLUNTEER RUN



43 BOARD MEMBERS
FILL 48 POSITIONS

FULL-SERVICE PARK



13 FIELDS, 3 LIGHTED
3 BATTING CAGES
2 CONCESSION STANDS

PROGRAM FOR ALL



46TH SPRING SEASON
14TH FALL BALL SEASON
18TH FULL-TIME SEASON

SERVING MANY



SPRING | 815 PLAYERS, 70 TEAMS
FALL | 600 PLAYERS, 50 TEAMS
FTT | 125 PLAYERS, 11 TEAMS

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MAXIMIZING YOUR EXPERIENCE

LEAGUE	AGES	FIELDS	# OF GAMES SPRING SEASON ONLY	TOURNEY
Challengers	All Ages	1	14	NO
Tee Ball	4-5 Coed	1-11 (Practices: Field 13)	14	NO
Junior Rookie	6 Coed	1-11	12	YES
Rookie	7-8	6-11	15	YES
Minor	9-10	1, 4	15	YES
Super Major	11-12	2, 3	15	YES
Junior Baseball Senior Baseball	13-15 16-18	12-13	10-12	YES
8U Softball	6-8	5, 7, 8	15	YES
10U Softball	9-10	5, 7, 8	15	YES
12U Softball	11-12	5, 6, 9	15	YES
14U/16U Softball	13-16	5, 6, 9	13-15	YES

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VETERANS MEMORIAL PARK



DIV	FIELDS
CH	1
TB	1-11 + 12-13
JRO	5-6, 9-11
RB	5-6, 9-11
MB	1-4
SM	1-4
JBB	12-13
SBB	12-13
8U	5, 7, 8
10U	5, 7, 8
12U	5, 6, 9
14U	5, 6, 9

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PARK RULES

- No pets
- No cars past parking lots
- No alcoholic beverages
- No weapons or firearms
- No roller blades, bikes, or skateboards
- Smoke-free
- No swinging of bats outside the fields or batting cage areas
- No throwing of balls outside the fields or warm-up areas

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THE OYO WAY

THE OYO WAY

GUIDING PRINCIPLES

DEVELOPMENT



Teach solid fundamental baseball and softball skills to all players

RESPECT



Create a positive feeling of esteem and memorable experiences for every individual you interact with

LIFE LESSONS



Take advantage of opportunities to show players how teamwork can overcome challenges

FAIRNESS



Apply fair play standards that encourages rec league players to be rotated regularly

CHARACTER



Lead by example and demonstrate the impact of volunteerism to all parents and players

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COACHING PHILOSOPHY

OYO Is an Instructional League

- We do not keep records
- We do not use records to seed for the tournament

We Select a Player's Coach

- Publicly Praise, Privately Criticize
- Take advantage of life lesson opportunities
- Teach good fundamentals, skills
- Teach all kids, not just the more talented players
- Rotate kids regularly

Player-Coach relationships last a lifetime



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SUPPORT OUR UMPIRES

- OYO operates a youth and adult Umpire Training Program
- Kids start umpiring at age 11
- The umpire is in charge, regardless of his/her age
- Give the umpires the same kind of respect you want them to give you

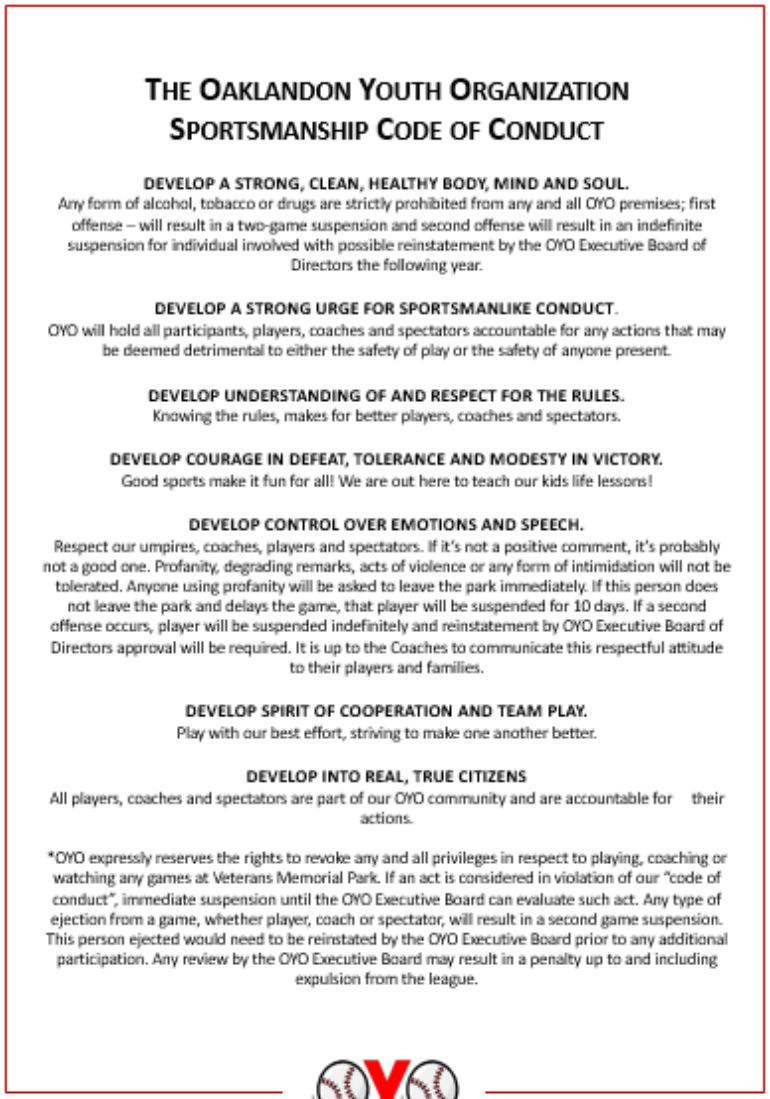


- Coaches and fans do not change the calls an umpire has made
- **BE A POSITIVE EXAMPLE TO THE YOUNG BALLPLAYERS AND YOUNG INDIVIDUALS AROUND YOU**

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CODE OF CONDUCT | ACCOUNTABILITY

- Each of you agreed to the OYO Code of Conduct during registration process
- Review the Code of Conduct with your child at the beginning of the season and before the tournament



The Oaklandon Youth Organization
Sportsmanship Code of Conduct

DEVELOP A STRONG, CLEAN, HEALTHY BODY, MIND AND SOUL.
Any form of alcohol, tobacco or drugs are strictly prohibited from any and all OYO premises; first offense – will result in a two-game suspension and second offense will result in an indefinite suspension for individual involved with possible reinstatement by the OYO Executive Board of Directors the following year.

DEVELOP A STRONG URGE FOR SPORTSMANLIKE CONDUCT.
OYO will hold all participants, players, coaches and spectators accountable for any actions that may be deemed detrimental to either the safety of play or the safety of anyone present.

DEVELOP UNDERSTANDING OF AND RESPECT FOR THE RULES.
Knowing the rules, makes for better players, coaches and spectators.

DEVELOP COURAGE IN DEFEAT, TOLERANCE AND MODESTY IN VICTORY.
Good sports make it fun for all! We are out here to teach our kids life lessons!

DEVELOP CONTROL OVER EMOTIONS AND SPEECH.
Respect our umpires, coaches, players and spectators. If it's not a positive comment, it's probably not a good one. Profanity, degrading remarks, acts of violence or any form of intimidation will not be tolerated. Anyone using profanity will be asked to leave the park immediately. If this person does not leave the park and delays the game, that player will be suspended for 10 days. If a second offense occurs, player will be suspended indefinitely and reinstatement by OYO Executive Board of Directors approval will be required. It is up to the Coaches to communicate this respectful attitude to their players and families.

DEVELOP SPIRIT OF COOPERATION AND TEAM PLAY.
Play with our best effort, striving to make one another better.

DEVELOP INTO REAL, TRUE CITIZENS
All players, coaches and spectators are part of our OYO community and are accountable for their actions.

*OYO expressly reserves the rights to revoke any and all privileges in respect to playing, coaching or watching any games at Veterans Memorial Park. If an act is considered in violation of our "code of conduct", immediate suspension until the OYO Executive Board can evaluate such act. Any type of ejection from a game, whether player, coach or spectator, will result in a second game suspension. This person ejected would need to be reinstated by the OYO Executive Board prior to any additional participation. Any review by the OYO Executive Board may result in a penalty up to and including expulsion from the league.

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SAFETY FIRST | BACKGROUND CHECKS

When your child plays at OYO, we take everyone's safety seriously. We have policies for:

- **Extreme Heat**
- **Thunderstorms & Lightning**
- **Hit Stick Usage**
- **Warm-up Areas**

Every
Executive Board Member:
Criminal and Civil Background Check

Every
Board Member and Coach:
Criminal Background Check

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COVID-19 GUIDELINES FOR 2021



Masks are required for coaches when not able to keep six-feet distance in games and recommended at practices



Players and coaches should bring own hand sanitizer to practices and games



When not on field, players and coaches should practice social distancing



Limit number of players in dugout on game days, bleachers reserved for players and coaches should not enter dugouts



Use disinfectant supplies to sanitize catcher's mask and gear in between usage



Players shall not participate in hand-shaking, hugging or high-fiving



Players shall line-up on foul lines and cheer "Good Game, (Team Name)" after each game



Helmets and bats may not be shared between players, only coaches should pick up bats during games

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GAME RULES | ALL LEAGUES

- **Non-Standing League |** wins and losses have no bearings on tournament pairings
- **Fair Play Rule |** all players must play one inning in the infield and one inning in the outfield every game – this rule is waived during the tournament
- **Position Maximum |** no player may play a position more than three innings in a game – this rule is waived during the tournament
- **Mercy Rule |** There is no run-lead mercy rule for the regular season; continue playing until game is complete or time limit kicks in.

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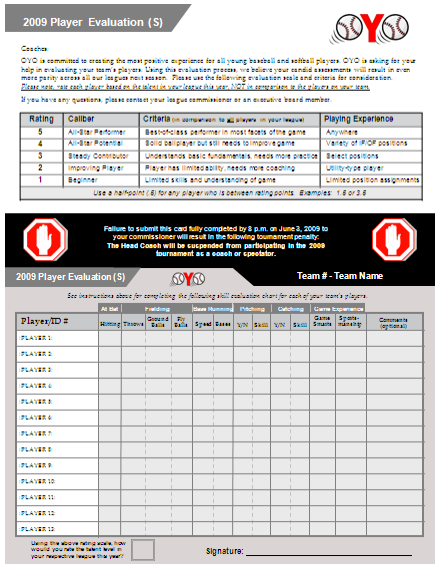
BALANCED TEAMS

PLAYER EVALS FOR TEAM BALANCE

- **Who completes evaluations?**
  - Head Coach with input from assistant coaches
  - All feedback remains confidential

- **What criteria will players be evaluated on?**
  - *Basic Skills:* Hitting, Fielding, Throwing, Baserunning
  - *Battery:* Pitching, Catching (in applicable leagues)
  - *Intangibles:* Game Knowledge, Sportsmanship

- **Who enters and reviews data?**
  - League commissioner
  - Data is reviewed to determine proper round assignment for player in team selection process
  - Data is not be released to players, families



2009 Player Evaluation (S)

Coaches:

OYO is committed to creating the most positive experience for all young baseball and softball players. OYO is asking for your help in evaluating your team's players. Using this evaluation process, we believe your candid assessments will result in even more parity across all our leagues next season. Please use the following evaluation scale and criteria for consideration.

Please rate, rate each player based on the talent in your league this year, NOT in comparison to the players on your team.

If you have any questions, please contact your league commissioner or an executive board member.

Rating	Caliber	Criteria (in comparison to all players in your league)	Playing Experience
5	All-Star Performer	Best/hottest performer in most facets of the game	Anywhere
4	All-Star Potential	Solid ballplayer but still needs to improve game	Variety of IF/OF positions
3	Steady Contributor	Understands basic fundamentals, needs more practice	Select positions
2	Improving Player	Player has limited ability, needs more coaching	Utility-type player
1	Beginner	Limited skills and understanding of game	Limited position assignments

Use a half-point (.5) for any player who is between rating points. Examples: 1.5 or 3.5

Failure to submit this card fully completed by 5 p.m. on June 3, 2009 to your commissioner will result in the following tournament penalty:
The Head Coach will be suspended from participating in the 2009 tournament as a coach or spectator.

2009 Player Evaluation (S) — Team # - Team Name

See instructions above for completing the following skill evaluation chart for each of your team's players.

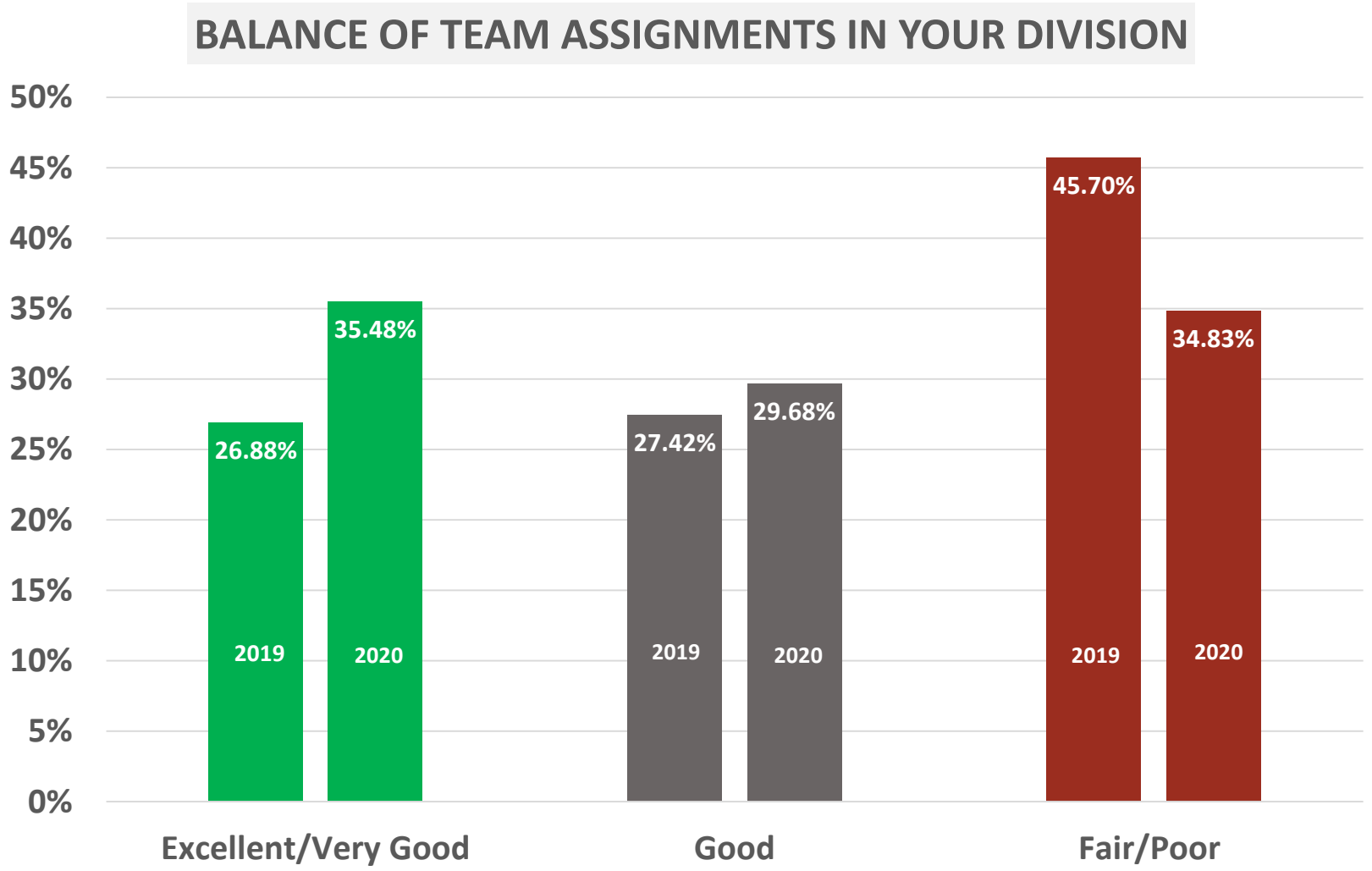
	At Bat	Fielding		Base Running	Pitching	Catching	Game Experience		
Player/ID #	Hitting	Throws	Ground Balls	Fly Balls	Speed	Bases	Y/N	Skills	Y/N	Skills	Game Smarts	Sports-manship	Comments (optional)
PLAYER 1:													
PLAYER 2:													
PLAYER 3:													
PLAYER 4:													
PLAYER 5:													
PLAYER 6:													
PLAYER 7:													
PLAYER 8:													
PLAYER 9:													
PLAYER 10:													
PLAYER 11:													
PLAYER 12:													
PLAYER 13:													

Using the above rating scale, how would you rate the talent level in your respective league this year?

Signature: _____

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STRIVING FOR EVEN MORE BALANCE



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EMPHASIS ON PLAYER INSTRUCTION

PLAYER DEVELOPMENT PROGRESSION

At OYO, we are committed to working with our coaches to provide continuous leadership, coaching and encouragement while developing each and every ballplayer in our rec league program. Explore below how OYO coaches will maximize your ballplayer's skill development in each of the following critical areas of the game at each level.



BASEBALL	TB	JRO	RB	MB	SM	JBB/SBB
THROWING	❑ Grip of ball ❑ Shoulder to target ❑ Make a "T" ❑ Throwing hand v. glove hand	❑ Step and throw ❑ Thumb to thigh, palm to sky, circular motion ❑ Opposites (foot/hand) ❑ Hit a target	❑ 4-seam grip ❑ Momentum toward target ❑ Follow through ❑ Harder throws	❑ Underhand close plays ❑ Not holding		
FIELDING	❑ Field/receive ball with glove ❑ Glove out, butt down ❑ Down and ready	❑ Walk into stance ❑ Fingers up, down ❑ Alligator hands ❑ Learn to play a position	❑ Cover bases ❑ Charge the ball ❑ Two-hand catches ❑ Shuffling feet ❑ Get ball to infield	❑ Cut-offs ❑ Fly ball form back ❑ Backhand ca ❑ Back-up pla		
HITTING	❑ Hand position on bat, basic stance ❑ Feet spacing ❑ Contact with ball, not tee	❑ Hand-eye coordination ❑ Finish level swing ❑ Proper bat grip	❑ Pitch selection ❑ Knuckles lined up ❑ Swing loaded up ❑ Back foot planted, step forward	❑ Ball-Strike, ❑ Stance/posi ❑ Bunting ❑ Avoid gettir		
BASERUNNING	❑ How to run after ball is hit ❑ Know when to run to next base ❑ Order of the bases	❑ Run through 1B ❑ Follow coach instructions	❑ Proper decisions for batted balls ❑ Multiple bases ❑ Look at base coach ❑ Sliding	❑ Stealing bas ❑ Banana curl ❑ Fly ball tag ❑ Round the b		
PITCHING (position)	N/A	N/A	N/A	❑ Accuracy, fo ❑ Stretch posi ❑ Push off mo ❑ Cover home passed ball		
CATCHING (position)	N/A	N/A	❑ Proper squat position ❑ Field short batted balls ❑ Cover home ❑ Stop thrown balls	❑ Form mecha ❑ Throws to b ❑ Recover pas ❑ Block pitche ❑ Framing ❑ Run backs		
THE BASICS	❑ Which direction to run ❑ Touch bases ❑ Understand field	❑ Score runs ❑ Safe v. Out	❑ Force out v. Put out ❑ Pitch counts	❑ Situational ❑ Know outs,		

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PLAYER DEVELOPMENT PROGRESSION

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SOFTBALL	8U	10U	12U	14U/16U
THROWING	❑ Momentum toward target ❑ Follow through ❑ Harder throws	❑ Underhand toss for close plays ❑ Not holding ball	❑ Call for cut off ❑ Crow hop throws ❑ Quick release throw from glove	❑ Long-toss throws with momentum for distance
FIELDING	❑ Cover bases ❑ Charge the ball ❑ Two-hand catches ❑ Shuffling feet ❑ Get ball to infield	❑ Cut-offs ❑ Fly ball form, step back ❑ Backhand catch ❑ Back-up plays	❑ Field bunt, steal ❑ Infield fly ❑ Turn double play ❑ Execute rundown	❑ Crossover ❑ Drop-step ❑ Infield communication
HITTING	❑ Pitch selection ❑ Knuckles lined up ❑ Swing loaded up ❑ Back foot planted, step forward	❑ Ball-Strike, count ❑ Stance/position ❑ Bunting ❑ Avoid getting hit	❑ Complete swing execution ❑ Power hitting ❑ Contact hitting	❑ Situational hitting ❑ Two-strike count options ❑ Bunt types
BASERUNNING	❑ Proper decisions for batted balls ❑ Multiple bases ❑ Look at base coach ❑ Sliding	❑ Stealing base ❑ Banana curl run ❑ Fly ball tag up ❑ Round the base	❑ Coach signals ❑ Release from the base ❑ Tag-ups ❑ React to batted balls	❑ Steal breaks ❑ Delayed steals ❑ 1B-3B situations
PITCHING (position)	N/A	❑ Accuracy, form ❑ Push off mound ❑ Covering home on passed ball	❑ Pitching motions ❑ Pick-off form ❑ Illegal pitch understanding ❑ Accuracy	❑ Different pitch types ❑ Accept signals
CATCHING (position)	❑ Proper squat position ❑ Field short batted balls ❑ Cover home ❑ Stop thrown balls	❑ Form mechanics ❑ Throws to bases ❑ Recover passed ball ❑ Block pitches ❑ Framing ❑ Run backs	❑ Block pitches ❑ Position for defensive plays ❑ Field bunts ❑ Dropped 3rd strike	❑ Issue pitcher signals ❑ Coach the defense ❑ Elevated squat
THE BASICS	❑ Force out v. Put out ❑ Pitch counts	❑ Situational plays ❑ Know outs, counts	❑ Communicate with teammates ❑ Make plays without coach help	❑ Players manage independent game situations

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PRACTICE PLAN DRILLS FOR COACHES

10U	DRILL 1	DRILL 2	DRILL 3	DRILL 4
BASERUNNING	STEALING BASE Teach player proper sprint position from the base and best launch position footwork to explode off the base with acceleration when stealing a base upon the pitcher's release of the ball. This drill includes the player watching the pitcher intently to notice the release and begin the steal.	BANANA CURL RUN Line up players at home plate and teach them the art of beginning a curl before they reach 1B to shorten the number of steps needed to reach 2B. This includes lowering the shoulder, making a tight turn at 1B, steppin the bag with their right foot and running hard and straight to 2B.	FLY BALL TAG UP Place runners at 1B and 3B with appropriate base coaches. Parent volunteers are in the outfield and in the infield. Coach throws/hits a fly ball to the outfield and runners either	ROUND THE BASE Place runners at Home and 2B and let them run the base to follow coach instructions on whether to stop, round the base or proceed to next base. The players understand their
PITCHING (position)	FORM Working with players individually, teach each player the step-back rule, hands-together-once rule, and proper form for pitching. Effective pitching involves square-stride-finish criteria, including squaring the body, striding out and finishing strong with the arm, including an effective release point.	ACCURACY Help players build pitching confid by pitching at distances of 15', 20 and 35'. Once a player is warmed and able to successfully pitch thre strikes in a row, encourage them back up 5' and continue again. Th progressive distancing helps build control and confidence.		
CATCHING (position)	FORM MECHANICS | FRAMING Teach the catcher proper positioning, including directly behind the plate, hand behind the back, squat low enough for umpire to see the pitch and re-positioning the glove on a close pitch to help aid the pitcher earn the benefit of a close call.	BLOCK PITCHES | RUN BACKS Using either softballs or tennis ba catcher drops to her knees and let the ball bounce forward off chest protector to keep runners from advancing to the next base or scor on a passed ball. This also include slow walk back of the runner to 3 while still protecting the plate.		
THE BASICS	SITUATIONAL PLAYS Great way to get everyone involved. Work on baserunning, fielding and decision making simultaneously. Place base coaches by bases and defensive coaches in field with one coach hitting balls and players fielding and running. Conduct a "simulated" game.	KNOW OUTS During simulated game in the situational play drill, make it fun b awarding points for players who c answer how many outs there are the first player to indicate where will go with the ball if hit to them. keeps players engaged in drill.		

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10U SOFTBALL | PRACTICE PLAN DRILLS

These drills can be used interchangeably to help provide quality instruction and positive practice experiences for players. Each drill can run approximately 20-30 minutes and 4-5 drills can be combined to develop a robust practice plan that can involve stations to teach specific skills as outlined in the Player Development Progression framework.



10U	DRILL 1	DRILL 2	DRILL 3	DRILL 4
THROWING	UNDERHAND TOSS FOR CLOSE PLAYS Place half of players at 2B fielding position and SS fielding position. Each player at SS has a softball in hand. The player at 2B runs toward the base and SS tosses the ball to the covering player. The players switch sides after the toss and catch. This can be done with or with out their gloves.	NOT HOLDING THE BALL Place players evenly in CF or LF. And also place on player each at 2B (base), SS or 3B (base). Coach throws or hits a ball to outfielder or in the gap for CF or LF to field. SS then calls either 2B or 3B and the fielder throws the ball quickly to the designated location.	SHOULDER SQUARE THROWS Each ballplayer places their bat in front of their feet while playing catch. The fielder catches the ball from teammate or coach and then turns body so feet are on both sides of the bat and their arm is back and elbow is even with the shoulder. Then player returns the throw from the position.	RELAY THROWS Players line up in a straight line all facing the same direction. Ball begins at one end and throws to each cut off. Players catch the ball with two hands, turn toward glove side and quickly and accurately throw the ball to the next cut-off player in line. The ball comes back from opposite direction.
FIELDING	CUT-OFFS Players line up in a straight line all facing the same direction. Ball begins at one end and throws to each cut off. Players catch the ball with two hands, turn toward glove side and quickly and accurately throw the ball to the next cut-off player in line. The ball comes back from opposite direction.	FLY BALL FORM, STEP BACK Players begin in an outfielder's position of a 45-degree angle. The coach hits or tosses a fly ball. Players takes first two steps back, gauges the trajectory of the ball and either continues backward or charges the ball while preparing to catch the fly ball over their head with two hands.	BACKHAND CATCH Players line up in multiple lines to match the number of coaches able to execute the drill. Coach throws the ball to player so a backhand catch is required. Player executes a crossover step, turns their body and positions glove for an effective backhand catch and tosses ball back to coach.	BACK-UP PLAYS Set up players in RF and LF to back up throws to 1B and 3B, respectively. Coach hits ground balls to either 2B or SS and the fielder throws the ball across the field to the base and the outfielder is positioned at the correct angle behind 1B or 3B to field any overthrows that may occur.
HITTING	BALL-STRIKE COUNT Hitters are in the cage or batter's box on the field and receive batting practice. Each set of pitches reflect a batter's experience with 4 balls, 3 strikes or a hit for an effective at bat. This enables the batter to understand pitch count and what steps to take to hit aggressively vs. protect the plate.	STANCE/POSITION All batter's stance in the box is custom for each and every player. However, position in the box can be influenced by the speed of the pitcher. Coach should provide varying speeds of pitches and help batter understand whether they should be in the front, center or back of the box.	BUNTING Teaching the pivot bunting form, the batter should aim for angling the bat at a 45-degree angle, and tapping the ball toward the 1B or 3B line by angling the bat accordingly. Based on this skill, the coach should place pylons approx. 25 feet from home for players to target for a successful bunt.	AVOID GETTING HIT Using tennis balls, wiffle balls or even rolled socks, players should take their position in the batter's box and learn to step away from an inside pitch and, if not feasible, then to turn away from an inside pitch so a pitch may hit them in the back as opposed to their torso.

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SPECIAL REQUESTS

- **More than half of all players make a special request**
  - Practice Nights, Game Nights
  - Play for Specific Coach, with a Specific Friend
  - Team Name
- **We grant what is possible and feasible; requests that cannot be considered are**
  - Game nights
  - Teammate requests when both players are ranked in top round
- **Primary responsibility**
  - Ensuring balanced teams and creating a memorable and competitive experience for all teams
  - Team assignments are scheduled to be released by March 8
  - Email notification will be sent, details available in LeagueApps

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TEAMS AND SCHEDULES

GAME TIMES

WEEKNIGHTS	DETAILS
6 p.m.	Most common start time for all teams/games
7:15 p.m.	Reserved for SM and 12U/14U games on Fields 2 and 6, when preceded by Tee-Ball game
8 p.m.	Reserved for SM and 12U/14U games on Fields 2 and 6, when preceded by a non-Tee-Ball game

SATURDAYS*	DETAILS
9 a.m.	Challenger, Tee-Ball and Junior Rookie Games
11 a.m.	Rookie, Minor, Super Major & 8U/10U/12U Softball Games
1:15 p.m.	Rookie, Minor, Super Major & 8U/10U/12U Softball Games
3:30 p.m.	Rookie, Minor, Super Major & 8U/10U/12U Softball Games
5:45 p.m.	Used as needed when doubleheaders are scheduled

*** Saturday, April 17, will operate on a slightly different schedule to accommodate our Opening Day parade**

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GAME, PRACTICE SCHEDULE OVERVIEW

- **Practice Schedule Overview**
  - Practices begin Monday, March 15 end Friday, April 30
- **Game Schedule Overview**
  - Scrimmage games on Saturday, April 10 *(for some teams)*
  - Opening Day on Saturday, April 17
  - Weeknight Games begin Monday, May 3
- **OYO Spring Season Picture Day is Saturday, May 8**
- **Most leagues have one of the following combos every week in May/June**
  - One Saturday game, two weeknight games
  - Two Saturday games (doubleheaders), one weeknight games
- **All-Star Games scheduled for Friday, June 18**
  - No Rain Date | All divisions will have one game *(excluding Challenger, Tee Ball)*
- **No games scheduled for Memorial Day weekend (May 28-31, 2021)**

This schedule is for all players in divisions with <u>12 and under players</u>

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IN-HOUSE OYO REC TOURNAMENT

- **Double-elimination tournament**
  - Challengers and Tee Ball do not have tournament
- **Begins Monday, June 7**
  - Drawing is random through LeagueApps
  - Tournament Schedule (dates/times) posted by Friday, May 21
- **Single Championship Day for *all* leagues on Wednesday, June 16**
  - "If needed" games, would be played next night
- **Schedule will be extended in the event rainouts force lengthy delays**

This schedule is for all players in divisions with 12 and under players

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SCHEDULE MATTERS

OYO WEATHERLINE | 317.767.5170

- **Practices**
  - Weatherline is NOT used for practices
  - Families will be notified by their coach if practice is canceled
- **Games**
  - OYO Advisors on Duty (AODs) will determine if games are being played
  - Updates will be communicated via Weatherline no later than 45 minutes before game time, possibly earlier
- **Weatherline Protocol**
  - Listen to entire message – some games may get canceled, some won't
  - On Saturdays, check back regularly as updates are left all day long
- **Rainout games are not rescheduled**
  - We schedule two additional games for each team
  - Responsibility placed on coaches and parents to make fields playable, but final decision on field use rests with AODs

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UPCOMING ACTIVITIES

UPCOMING ACTIVITIES

KEY DATES (FOR DIVISIONS WITH PLAYERS 12 AND UNDER)

DATE	ACTIVITY
Monday, March 8	Families Notified of Team Assignments | Practice Schedule
Wednesday, March 10	Coaches Contact All Players
Sat-Sun, March 13-14	OYO Park Prep Days | Noon-4 p.m.
Monday, March 15	Rec League Practices Begin
Friday, March 27	Final Game Schedule Released
Saturday, April 10	Practice Games (most leagues except CH, TB)
Week of April 13	Uniforms Distributed to Coaches/Team Parent
Saturday, April 17	OYO Parade | Opening Day
Monday, May 4	Weeknight Games begin
Saturday, May 8	Picture Day *(Rain Date set for May 15)*
Friday, May 21	Tournament Brackets Released
June 7-17	Double Elimination Tournament (could extend longer with rainouts)
Saturday, June 12	Challenger and Tee Ball Seasons End | Future of OYO Parade
Friday, June 18	All-Star Games (for all divisions for players ages 6-12)

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COMMUNICATION

DETAILED WEBSITE | WEEKLY EMAILS

OYO WEBSITE

One-stop shop for team information, schedules, league updates and more



TWIO | THIS WEEK IN OYO

One weekly email message to your in-box summarizing the latest updates



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CONCESSIONS & ONSITE ASSISTANCE

NO CONCESSION STAND ASSIGNMENTS!



At OYO…
Your Family Will Never Be Assigned Concession Duty

Just come and watch your ballplayer (and visit the concession stands)!

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GET INVOLVED

WAYS YOU CAN MAKE A DIFFERENCE

THE HEAD COACH SHOULD…

- Own the team's equipment
- Meet with players and manage Code of Conduct signatures
- Develop practice plans
- Develop game line-ups and fielding assignments
- Participate in pre-game meeting with umpire
- Manage the crowd, as needed
- Complete umpire evaluation after each game
- Complete player evaluation card

- **Assistant Coaches**
  - Run stations
  - Coach bases
  - Coordinate pre-game routines
  - Handle the scorebook duties
- **Team Parent(s)**
  - Team banner development (optional)
  - Opening Day and Picture Day activities
  - Dugout management
  - Team treat tickets
  - End-of-season party, gathering
- **All parents on team**
  - Pre-/post-game field prep work
  - Ensure team follows Code of Conduct

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INCENTIVE PROGRAM FOR COACHES



INCENTIVE TERMS

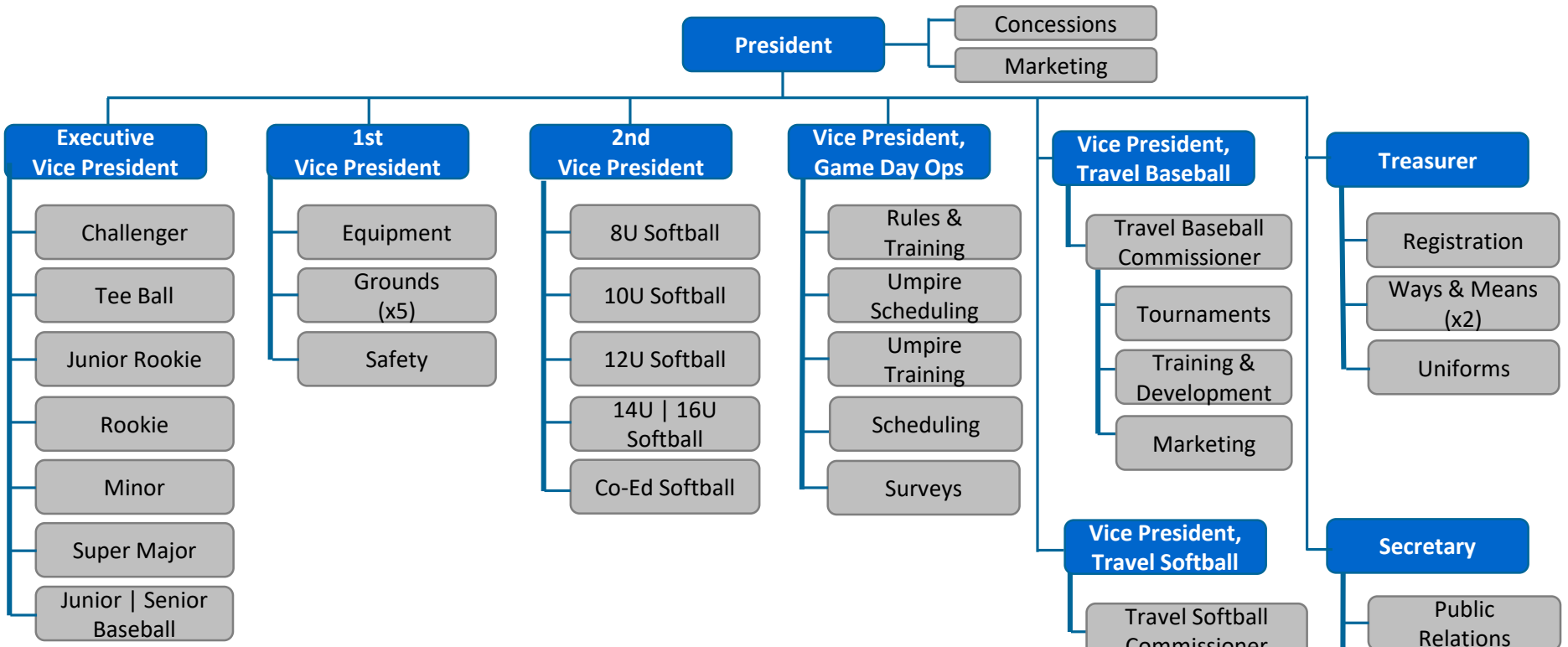
A coach is eligible to receive one-fifth of the league's registration fee for completing each one of these five milestones. So, if all five requirements are completed, then the coach receives 100%.

Payment will be issued in the form of a registration credit to be used within the next 12 months for Fall 2021, Winter Workouts 2022 or Spring 2022).

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GET INVOLVED

ALL-VOLUNTEER BOARD



MAKE PLANS NOW TO JOIN THE BOARD

ELECTIONS ARE HELD ANNUALLY DURING AT SEPTEMBER BOARD MEETING AT JENN PARK

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PARK PREP DAYS

- **All Work Days run from Noon to 4 p.m.**
  - **Saturday, March 13**
  - **Sunday, March 14**
- Sign-up Genius listing will be posted on March 5 for families to volunteer
- These days help us prepare the park for a full season of baseball and softball
- Bring work gloves
- Check in at volunteer table at the three-garage barn outside Field 2



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QUESTION AND ANSWER



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PLAY BALL!

OAKLANDON YOUTH ORGANIZATION

12150 EAST 62ND STREET

P.O. BOX 36037

INDIANAPOLIS, INDIANA 46236

317.767.5170 | OYO WEATHERLINE

WWW.OYOBALL.ORG



APPENDIX:

LEAGUE SUMMARY

LEAGUE SUMMARY

70+ TEAMS | 800+ PLAYERS

BOYS' LEAGUE	AGE	GIRLS' LEAGUE
Tee Ball (co-ed)	4-5	Tee Ball
Junior Rookie (co-ed)	6	8U Softball
Rookie	7-8	8U Softball
Minor	9-10	10U Softball
Super Major	11-12	12U Softball
Junior Baseball	B: 13-15 | G: 13-16	14U/16U Softball
Senior Baseball	16-18	--

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GAME SPECIFICATIONS | BASEBALL

League	Code	Ages	Fields	# of Games	Tourney	Specifics
Tee Ball	TB	4-5 Coed	1-11 (Practices: Field 13)	14	NO	60’ bases, coach-pitch and tee, if necessary All players play in field, all players bat
Junior Rookie	JRO	6	1-11	12	YES	NFHS Rules, 60’ bases, coach-pitch 16-foot pitcher’s helper circle, 30-foot hashmarks All players play in field, all players bat
Rookie	RB	7-8	6-11	15	YES	NFHS Rules, 60’ bases, coach-pitch 16-foot pitcher’s helper circle, 30-foot hashmarks All players play in field, all players bat
Minor	MB	9-10	1, 4	15	YES	NFHS Rules, kid-pitch 46’ pitcher’s mound, 65’ bases Nine players in the field at a time, all players bat
Super Major	SM	11-12	2, 3	15	YES	NFHS Rules, Modified High School Rules 50’ pitcher’s mound, 70’ bases Nine players in the field at a time, all players bat
Junior & Senior Baseball	JBB -- SBB	13-15 --- 16-18	13	10-12	YES	NFHS Rules 60’ pitcher’s mound, 90’ bases Nine players in the field at a time, all players bat

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GAME SPECIFICATIONS | BASEBALL

League	Code	Ages	Innings Per Game	Time Limit	Run Limits
Tee-Ball	TB	4-5 Coed	4	N/A	N/A
Junior Rookie	JRO	6	5	1 hour 30 minutes	5 runs per inning, every inning including 5th inning
Rookie	RB	7-8	6	1 hour 40 minutes	5 runs per inning for first 5 innings 10 runs per inning for 6th inning ***Tournament:*** Unlimited run limit in 6th inning
Minor	MB	9-10	6	2 hours	5 runs per inning for first 5 innings 10 runs per inning for 6th inning ***Tournament:*** Unlimited run limit in 6th inning
Super Major	SM	11-12	6	2 hours	5 runs per inning for first 5 innings 10 runs per inning for 6th inning ***Tournament:*** Unlimited run limit in 6th inning
Junior & Senior Baseball	JBB --- SBB	13-15 --- 16-18	7	2 hours	5 runs per inning for first 6 innings 10 runs per inning for 7th inning ***Tournament:*** Unlimited run limit in 7th inning

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GAME SPECIFICATIONS | SOFTBALL

League	Code	Ages	Fields	# of Games	Tourney	Specifics
8U Softball	8U	6-8	5, 7, 8, 10, 11	15	YES	NFHS Rules, 60’ bases, coach-pitch 16-foot pitcher’s helper circle, 30-foot hashmarks All players play in field, all players bat
10U Softball	10U	9-10	5, 7, 8, 10, 11	15	YES	NFHS Rules, 60’ bases 35’ pitching distance 10 players play in field, all players bat
12U Softball	12U	11-12	5, 6, 9	15	YES	NFHS Rules, 60’ bases 40’ pitching distance 10 players play in field, all players bat
14U/16U Softball	14U/ 16U	13-16	5, 6, 9	13-15	YES	NFHS Rules, 60’ bases 40’ pitching distance 10 players play in field, all players bat

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GAME SPECIFICATIONS | SOFTBALL

League	Code	Ages	Innings Per Game	Time Limit	Run Limits
8U Softball	8U	6-8	6	1 hour 40 minutes	5 runs per inning for first 5 innings 10 runs per inning for 6th inning ***Tournament:*** Unlimited run limit in 6th inning
10U Softball	10U	9-10	6	2 hours	5 runs per inning for first 5 innings 10 runs per inning for 6th inning ***Tournament:*** Unlimited run limit in 6th inning
12U Softball	12U	11-12	7	2 hours	5 runs per inning for first 6 innings 10 runs per inning for 7th inning ***Tournament:*** Unlimited run limit in 7th inning
14U/16U Softball	14U/ 16U	13-16	7	2 hours	5 runs per inning for first 6 innings 10 runs per inning for 7th inning ***Tournament:*** Unlimited run limit in 7th inning

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