Tournament Overview | Rules and Logistics

Date	September 15, 2025
Prepared For	OYO Coaches and OYO Umpires
Season	2025 Fall Ball Season
OVERVIEW	
Summary	This summary serves as a resource for all OYO coaches, umpires and volunteers to help summarize new variations in OYO's rules during our rec league tournament. The details provided below provide insight on key rules that may be slightly different from the regular season or may be reminders of when/how warnings are issued as they may vary from division to division.
Questions	Any questions about any game-based rules may be forwarded to the OYO Umpire and Rules committees at **oyoumpiring@gmail.com**. All inquiries will be reviewed and responded to within 24 hours.
ALL DIVISIONS	
Fair Play Rule	All recreational teams are no longer required to play at least one (1) inning in the infield and one (1) inning in the outfield of the same game during the rec league tournament. However, in divisions where players must sit out an inning, all players must still sit out at least one inning before any player may sit out a second inning. *This does **not** apply to Junior Baseball or 14U/16U Softball.*
Complete the Inning	Once time limit is reached, teams will complete the inning unless the home team is batting, and the home team is ahead. In that scenario, the umpire will call the game and declare the home team the winner.
Mercy Rule	**Junior Rookie | Rookie | Minor | Super Major | 08U Softball | 10U Softball:** 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.* **12U Softball | 14U/16U Softball:** If after five (5) innings (four 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.* **Junior Baseball |** 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.*
Time Limit	All tournament games will follow a 1 hour and 45 minutes, finish the inning, time limitation, including championship games.

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Tie Games at End of Regulation Game	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.
Head-First Slides	Head-first slides are permitted.
Ejections	If a coach or player is removed (ejected) from a game by the umpire, the coach or player may not participate in any remaining games on Tournament Sunday.
Courtesy Runners	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. The catcher must catch the complete next inning.
Position Limits	Except for pitchers, there is no limitation on the number of innings a player may play any position in the field. *(Pitching limitations outlined under each division.)*
Late Arrivals	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.
Game Forfeiture	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.
Protests	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.
Official Scorer	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.

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Illegal Bat Penalty	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.
EQUIPMENT TURN-IN PROCEDURES	
Summary	Immediately following your last game, please stop by the three-garage barn, access your equipment check-out card and complete the "items returned" column. Once complete, tie the card to your equipment bag with a zip tie. This five-minute process can save our volunteers a lot of effort in chasing down equipment after the season and the league thousands of dollars on equipment purchases. We appreciate your effort and cooperation in this effort.
Required for Incentive	We will issue coach incentive credits to all coaches on November 1, 2025, if the equipment bag has been returned. Thank you for your cooperation and assistance!

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JUNIOR ROOKIE & ROOKIE	
Use of Tee Rule JUNIOR ROOKIE ONLY	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.
Pitching JUNIOR ROOKIE ONLY	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.
Pitching ROOKIE ONLY	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.
Pitching and Coaching	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.
Defensive Coaching	The defensive team may place in the outfield no more than two (2) coaches to assist with instruction and teaching.
Time Limit	A Junior Rookie regulation game is five (5) innings or 1 hour and 45 minutes, whichever comes first. **Time will be managed by the umpire.** A Rookie regulation game is six (6) innings or 1 hour and 45 minutes, whichever comes first. **Time will be managed by the umpire.**
Thrown Bat	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. This penalty will be enforced only after a team has been given a warning; there shall be only one warning per team per game, including the tournament.
Baserunners Leaving Early	If a runner leaves the base early and the 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.*
Defensive Assignments	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.
The Bat	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.

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MINOR & SUPER MAJOR	
Thrown Bat Rule	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. There are no warnings issued.
Fake Bunt and Swing	If a batter fakes a bunt and then takes a full swing, the batter is out for illegal action. Each team gets 1 warning per game.
Time Limit	A regulation game is six (6) innings or 1 hour and 45 minutes, whichever comes first, in both Minor and Super Major. **Time will be managed by the umpire.**
Pitching Limits	A pitcher may not pitch more than two innings in a game, no limit for the day.
Baserunners Leaving Early MINOR ONLY	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.*
Look Back Rule MINOR ONLY	Once a pitcher has the ball in his possession on the 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. *Note: There shall be one (1) warning per team per game, including Tournament.*
Balks SUPER MAJOR ONLY	Each pitcher is allowed one balk warning per game, *including tournament games.*
The Bat	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.
JUNIOR BASEBALL	
Thrown Bat Rule	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. There are no warnings issued.
Time Limit	A regulation game is seven (7) innings or 1 hour and 45 minutes, whichever comes first. **Time will be managed by the umpire.**
Pitching Limits	A pitcher may not pitch more than two (2) innings during any rec league tournament game, no limit for the day. 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.
Balks	No warnings issued.
The Bat	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.

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08U SOFTBALL	
Pitching	The coach-pitcher must complete the pitch fully within the 16-foot diameter circle. If the pitcher steps outside the circle when making a pitch, the ball is immediately dead.
Pitching and Coaching	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.
Defensive Coaching	The defensive team may place in the outfield no more than two (2) coaches to assist with instruction and teaching.
Time Limit	A regulation game is six (6) innings or 1 hour and 45 minutes, whichever comes first. **Time will be managed by the umpire.**
Thrown Bat	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. This penalty will be enforced only after a team has been given a warning there shall be only one warning per team per game, including the tournament.
Baserunners Leaving Early	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.*
Defensive Assignments	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.
10U SOFTBALL	
Thrown Bat Rule	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. There are no warnings issued.
Time Limit	A 10U Softball regulation game is six (6) innings or 1 hour and 45 minutes, whichever comes first. **Time will be managed by the umpire.**
Pitching Limits	A 10U Softball player may not pitch more than three (3) innings of the first five (5) innings in a game. Any player may pitch the 6th and subsequent innings in a game. Any pitcher – once removed – may re-enter into the pitching position only once.
Illegal Pitches	If an illegal pitch is thrown to the batter and the ball is not hit or the batter is not hit by the pitch, the pitch shall be called NO PITCH and the ball shall be immediately dead. No runners may advance and the count on the batter stays the same as before the pitch. If an illegal pitch is hit by the batter or the batter is hit by the pitch and the batter-runner reaches 1B safely and all runners advance at least one base, the effect of the illegal pitch shall be nullified and the play will stand. Otherwise, the coach may take the play or the effect of the illegal pitch (NO PITCH).

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Baserunners Leaving Early	The base runner is out when the runner fails to keep contact with the base to which the runner is entitled until the ball leaves the pitcher's hand. The ultimate effect is the following: • The ball is dead • "No pitch" shall be declared • The runner is out *Note: There shall be one (1) warning per team per game during the Regular Season. No warning is in effect during the Tournament.*
Look Back Rule	Once the pitcher has control of the ball in the pitcher's circle and is not attempting to make a play on a runner (including a fake or threatened throw); any runner stopped on a base must stay on the base and any runner not on a base must immediately either advance toward the next base or return to the previous base. Any subsequent change in direction or stop by the runner while off the base will result in the runner being called out, so long as the pitcher does not attempt to make a play. *Note: There shall be one (1) warning per team per game, including Tournament*
12U SOFTBALL & 14U/16U SOFTBALL	
Thrown Bat Rule	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. There are no warnings issued.
Time Limit	A 12U Softball or 14U/16U Softball regulation game is seven (7) innings or 1 hour and 45 minutes, whichever comes first. **Time will be managed by the umpire.**
Pitching Limits	A 12U Softball or 14U/16U Softball player may not pitch more than three (3) innings of the first six (6) innings in a game. Any player may pitch the 7th and subsequent innings in a game. Any pitcher – once removed – may re-enter into the pitching position only once.
Illegal Pitches	In 12U Each pitcher is allowed one illegal pitch warning per game, *including tournament games.* In 14/16U, no illegal pitch warnings
Baserunners Leaving Early (No Warnings)	The base runner is out when the runner fails to keep contact with the base to which the runner is entitled until the ball leaves the pitcher's hand. The ultimate effect is the following: • The ball is dead • "No pitch" shall be declared • The runner is out
Look Back Rule (No Warnings)	Once the pitcher has control of the ball in the pitcher's circle and is not attempting to make a play on a runner (including a fake or threatened throw); any runner stopped on a base must stay on the base and any runner not on a base must immediately either advance toward the next base or return to the previous base. Any subsequent change in direction or stop by the runner while off the base will result in the runner being called out, so long as the pitcher does not attempt to make a play.

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