

2018 Spring & Fall

Internal Rules and Regulations a.k.a. Blue Book

Please note:

We follow MLB Rules for Baseball and USSSA Rules for Softball.

PONY and Centex rules supersede MLB.

VTD rules supersede USSSA.

OHYSA Blue Book supersede PONY, Centex and VTD.

FOR SPRING 2018

If the rule is not addressed in Blue Book, defer to Pony, Centex or VTD.

If the rule is not addressed in PONY or VTD, defer to MLB or USSSA.

Additional rule changes may be implemented prior to All Star play or Fall season at the discretion of the Board. Any such changes will be distributed promptly to Coaching staff via Commissioners.

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Summary of Changes in the 2018 OHYSA Blue Book

- Hierarchy of rules specified; various Centex rules added to the Blue Book.
- Run limit and pitch limit changes in 6U and 8U softball.
- Introduction of closed bases in 10U baseball for fall.
- Increase in number of allowable team meetings for fall.
- Clarification of minimum players, use of pickup players and automatic outs for softball.
- Requirement and enforcement of face mask use for softball.
- Change in draftboard process for softball.
- Equipment rules for bats and batting helmets for baseball.
- Enforcement of batters box OBR for baseball.
- Introduction of throw line for 6U.

OAK HILL YOUTH SPORTS ASSOCIATION
HANDBOOK OF POLICIES, RULES, AND REGULATIONS

This handbook establishes and promulgates policies, rules, regulations and procedures for the conduct of youth baseball/softball activities under the auspices of the Oak Hill Youth Sports Association and in accordance with the objectives set forth in the Bylaws of said organization.

STATEMENT OF POLICY

1. The Oak Hill Youth Sports Association will organize, supervise and conduct such Youth Baseball/Softball Programs as may be indicated by community interest, subject to the capacity of facilities owned or otherwise used by the club, and the availability of required human, financial, and material resources.
2. Youth Baseball/Softball Programs shall be conducted under the rules and regulations, policies and procedures established by this handbook, and such other policies, rules, regulations and procedures as may be adopted from time to time by the Board of Directors, Oak Hill Youth Sports Association.
3. The Youth Baseball/Softball Program shall be conducted in a manner so that the physical and moral welfare of the young people, for whose benefit it is organized, shall remain paramount, and all matters of policy shall be determined on that basis.
4. The underlying objectives of the Youth Baseball/Softball Program shall be:
 - a. To aid and encourage the development of youth through participation in organized and supervised sports competition.
 - b. To promote the qualities of sportsmanship, teamwork, self-reliance and self-discipline.
 - c. To foster and sustain an interest in the game of baseball/softball.

5. The use of alcohol, illegal drugs, smoking tobacco or vaping nicotine products is prohibited throughout the complex. Smokeless tobacco products are prohibited on the field, in dugouts, in the stands or bleachers. In addition, smoking tobacco or nicotine products – including vaping – are NO Alcohol is permitted ever when children are playing games or practicing.

ORGANIZATION AND ADMINISTRATION

BASEBALL/SOFTBALL COMMITTEE

The President of the Oak Hill Youth Sports Association shall appoint the Baseball Commissioner who will organize the Baseball Committee and the Softball Commissioner who will organize the Softball Committee. The Baseball/Softball Committees shall serve as the principal planning committees for the Youth Baseball/Softball Program.

1. The Baseball/Softball Committee shall consist of, but not be limited to, the following individuals:
 - a. The Baseball/Softball Commissioner.
 - b. A League Commissioner for each active league in the program.
 - c. A Division Player Agent for each active league division in the program (when appropriate).
 - d. The Umpire-In-Chief.
 - e. The Director of Training
2. The principal responsibilities of the Baseball/Softball Committee are:
 - a. Scheduling and publicizing such season events as registration, tryouts, player drafts, practices and games, tournaments, all-star selections, coach clinics, player clinics, etc.
 - b. Determining the availability of Head Coaches, coaching assistants and umpires, and soliciting to fill requirements.
 - c. Determining uniform, equipment and supply requirements.
 - d. Monitoring compliance with program objectives, policies, procedures, rules and regulations by all participants.

BUDGET CONTROLS

The Baseball/Softball Program Budget, as prepared annually by the Board of Directors, Oak Hill Youth Sports Association, shall serve as the primary financial guide for all planning actions, and

the program expense limitations therein shall not be exceeded without further authorization from the Board of Directors.

BASEBALL/SOFTBALL COMMISSIONER

The Baseball/Softball Commissioner shall be the chief administrator for youth baseball/softball activities and whose duties shall include the following:

1. Monitoring compliance with program objectives, policies and procedures by all program participants.
2. Monitoring fund expenditures to assure compliance with budget restraints.
3. Supervising the dissemination of program information to the general public, program management personnel, and other program participants.
4. General management of program operations and the handling of official protests and complaints.
5. Representing the program at all 14U Baseball/Softball meetings and other such gatherings requiring program representation.
6. Serving as chairman of the Protest Committee.
7. Serving as a member of the Infractions Committee.

LEAGUE COMMISSIONER

The Baseball/Softball Commissioner shall appoint a League Commissioner for each active league in the program. League Commissioners or their designee shall serve as principal assistants to the Baseball/Softball Commissioner for their respective leagues, and whose duties shall include the following:

1. Monitoring compliance with program objectives, policies and procedures by all participants in their league.
2. Assisting with player registration sessions.
3. Supervising player tryout and draft sessions.
4. Soliciting and nominating Head Coaches.

5. Maintaining up-to-date records of team rosters, including the league player pool.
6. Preparing the season practice and game schedules, subject to approval by the Baseball/Softball Commissioner, and scheduling any post-season league play-offs or tournaments.
7. General management of field preparation and maintenance activities, disbursement and receipt of uniforms and equipment, and the handling of problems encountered by Head Coaches and participants in their respective leagues.
8. Serving as a member of the Protest Committee.

PLAYER AGENT

The Baseball/Softball Commissioner may appoint a Player Agent for each active league division in the program. Player Agents shall serve as principal assistants to the League Commissioner for their respective league and will perform such duties as are prescribed by the League Commissioner.

CONCESSION DIRECTOR

The OHYSA Board of Directors shall select annually a person, group of persons, or company to contract the management, supervision and operation of concessions. Selection will be based on submission of proposals that proved the best value for the best value for the Association. At a minimum, scope of work will include purchasing and stocking product, daily operations and scheduling, maintenance, bookkeeping of deposits and debits, and submission of receipts and reports to the Association Treasurer or Board. Compensation will be agreed upon by both the Board and selected parties, and stated in any bid, proposal or specification of contract.

UMPIRES-IN-CHIEF

The League President shall appoint Umpires-in-Chief, whose duties shall include the following:

1. Maintaining a good knowledge of Official Baseball/Softball Rules, rules of the any governing body, and the rules and regulations which have been approved for play at the Oak Hill Youth Sports Association.

2. Recruitment of a proficient and knowledgeable staff of umpires.
3. General administrative responsibility for the umpiring staff, including the scheduling of all umpire activities.
4. Preparation and submission to the Treasurer, Oak Hill Youth Sports Association, for payment monthly, a statement of games worked and payment due to each umpire.
5. Serving as a member of the Protest Committee and the infractions committee.

DIRECTOR OF TRAINING

The Board of Directors shall appoint The Director of Training who shall be responsible for the scheduling, coordination and implementation of coach clinics, player clinics, camps, etc. of any kind that have been approved by the Oak Hill Youth Sports Association Board of Directors.

HEAD COACH/PRIORITY ASSISTANT

Individuals shall submit applications for Head Coaching positions and these applicants shall be selected at a meeting conducted by the Baseball/Softball Commissioner and the individual League Commissioners prior to the date of league tryouts. The selection process shall be performed, subject to the following conditions:

1. No HC/TM shall also hold any of the following positions:
 - a. League Commissioner of the league in which the team they manage is a member.
 - b. Division Player Agent of the league division in which the team they manage is a member.
 - c. HC of a second team in the Baseball/Softball Program.
2. A HEAD COACH, returning to the same existing team, shall be awarded that team unless removed for conduct which is detrimental to the best interests of the Baseball/Softball Program. Removal of a Head Coach returning to the same existing team must be approved by the Baseball or Softball Committee as is applicable.
3. A HEAD COACH, returning to the same existing team, shall not be allowed to resign from that position and apply for the Head Coach position of another team in the same league.

4. A Priority Assistant, returning to the same existing team which has a vacant HC position, shall be given first consideration for Head Coach of that team unless removed for conduct which is detrimental to the best interests of the Baseball/Softball Program. Removal of a Priority Assistant returning to the same existing team must be approved by the Baseball or Softball Committee as is applicable.
5. An individual parent on a team with a vacant HEAD COACH position can only apply for the HC of that team. If the HC position of that team is not vacant, then the individual parent can apply for any vacant Head Coach position in the league.
6. Selection of a Head Coach for teams with a vacant HC position will be based upon qualifications established by the Baseball/Softball Committee and approved by the Board of Directors. A majority vote by the Baseball/Softball Commissioner and the individual League Commissioners shall be required for approval of Head Coach selections in each league. If there are more equally qualified HC applicants than vacant Head Coach positions, then the Baseball/Softball Commissioner shall consider the following:
 - a. Any parent returning to an existing team shall be given first consideration.
 - b. New applicants entering their first year in the league or individuals requesting release from an existing team to manage another team in the league shall be given second consideration.
7. Following the selection and approval of Head Coaches for each league, those selected may request any vacant HC position in the league subject to the following conditions:
 - a. Subject to the above conditions, if two (2) or more Head Coaches have requested the same vacant position, in the absence of overriding factors for the Baseball/Softball committee to consider, then the selection shall be decided by some chance method, such as drawing "from a hat" or by a "coin flip".
8. HEAD COACH duties and responsibilities shall include the following:
 - a. Responsibility at all times for compliance with the rules and regulations of this handbook, as are applicable to them and their team, and to the stated principals and objectives of the Baseball/Softball Program.

- b. Exercising a maximum effort to maintain a good working knowledge of the fundamentals of baseball/softball and Official Baseball/Softball Rules and Regulations, and shall diligently strive to impart this knowledge to their team.
 - c. Responsibility for the conduct of their team at all times, and shall constantly adhere to the practices of fair play and sportsmanship, and shall promote these qualities in assistants, parents, players and other participants in the program. Head Coaches and Priority Assistants shall sign a Code of Conduct approved by the Board of Directors of the Oak Hill Youth Sports Association.
 - d. Membership in the Oak Hill Youth Sports Association and active participation in and promotion of scheduled meetings, activities, and fundraising events.
 - e. Responsibility for all equipment issued to them and shall assure that necessary precautions are taken to prevent abuse or loss.
 - f. Participation in field and facility maintenance activities associated with the Baseball/Softball Program.
 - g. Participation in the appropriate coaches' clinic and the maintenance of a valid membership with the OHYSA or similar organization approved by the Oak Hill Youth Sports Association Board of Directors. Head Coaches must be certified by a date determined by the Baseball/Softball Committee.
 - h. Exercising a maximum effort to hold and conduct weekly team practices at off-site facilities, or OHYSA facilities as permitted, per league weekly team meeting rules. Coaches that do not conduct regular practices throughout the season shall be subject to removal of coaching responsibilities in the current or returning years, as approved by the Baseball or Softball committees, or through the infractions process.
9. Team Priority Assistants shall be required to maintain membership in the Oak Hill Youth Sports Association and active participation in and promotion of scheduled meetings, activities, and fundraising events.

INFRACTIONS COMMITTEE

An Infractions Committee, chaired by the President of the Oak Hill Youth Sports Association and comprised of the President, Vice-President (vice-chair), Baseball/Softball Commissioner, Umpire-in-Chief and three (3) members appointed by the Board of Directors, shall review any complaints of an official nature which might be received concerning the conduct of individual managers, assistants, players, parents, umpires, or other program participants.

1. Complaints to the Infractions Committee must be in writing and submitted to the committee chair within three (3) days of the incident complained of in the complaint.
2. Upon receipt of a complaint the committee will hear evidence and announce a decision in writing within ten (10) days after receipt of the complaint.
3. Any person dissatisfied with the committee's decision may appeal that decision to the Board of Directors. An appeal must be submitted in writing to the President within three (3) days of receipt of the committee's decision.
4. An Infractions Committee member involved in the circumstances leading to the complaint or who has a child playing in the league or division in question is not eligible to participate in the hearing or decision of the complaint. In the event that one or more Infractions Committee members are ineligible to participate, the Board of Directors shall appoint a replacement member or members.

PROTEST COMMITTEE

A Protest Committee, comprised of the Baseball/Softball Commissioner, the League Commissioner for the league involved, and the Umpire-in-Chief, shall make a rules determination in response to any official protest of an umpire ruling which might be made by a Head Coach. Rulings will be made in accordance with established protocol and such rulings shall be final in all cases.

RULES AND REGULATIONS

TEAM STRUCTURE

Teams may not trade players in the program for any reason whatsoever. Any player chosen to a team shall remain a member of that team for the remainder of his/her eligibility in that league, except under certain conditions as defined within this section.

1. Once players have been selected to a team, a request for their release by the Head Coach can only be made for disciplinary reasons and never for such reasons as lack of playing ability. Such releases will not be affected without prior approval of the Board of Directors, Oak Hill Youth Sports Association. Head Coaches shall not request such releases until having first made a diligent effort to resolve the matter with the youth and his/her parents.
2. Upon the request of the parent of a player who has served as a member of a team in the league the previous year, that player shall be released from the team without question provided the following conditions have been met:
 - a. The request form prescribed by the Baseball/Softball Committee is completed and submitted prior to the start of the first scheduled league tryouts.
 - b. The request is due to problems encountered with the Head Coach or Priority Assistant, and is not an attempt to manipulate the team draft or team structure.
 - c. The parents making the request understand that if the player is released from the team, then the player must attend tryouts and is eligible for draft by any other team in the league. Under no circumstances can the released player be selected as a "priority" draft selection on another team in the league.
3. Upon the request of the parent of a player who has not been previously assigned to a team in the league, that player will be withheld from assignment to the specified Head Coach or Priority Assistant without question provided the following conditions have been met:
 - a. The request form prescribed by the Baseball/Softball Committee is completed and submitted prior to the league draft.

- b. The request is due to problems encountered with the Head Coach or Priority Assistant, and is not an attempt to manipulate the team draft or team structure.
 - c. No more than one (1) Head Coach or Priority Assistant can be specified in the request and only one (1) request per season can be submitted for any one player.
- 4. In the event that a parent of a player who was assigned to a team in the league during the previous year, is approved as a Head Coach of another team in the league, then that player will be released from the team previously assigned and will join the team whose parent is the new Head Coach. The new team must exercise a "priority" draft selection of the player during the "regular" draft for that league.
- 5. In the event that a team exceeds the maximum number of players in their second year of eligibility return to participate on that team, then that team must release the number of players required to ensure that only eight of the oldest age group remain on the team. The player or players to be released shall be selected in the reverse order that they were drafted to the team the prior year. This "last on, first off" selection process will be done prior to league tryouts and the players released must attend tryouts and will be included in the draft pool with all other eligible candidates. A released player can be selected as a "priority" draft selection in which case they would not be required to attend tryouts.
- 6. A player that withdraws from the Baseball/Softball Program in their first year of eligibility in a league and returns to participate in their second year of eligibility in the league, will return to the team that selected the player in the team draft during the first year of eligibility.

PLAYER REGISTRATION

It shall be the policy of this program that every attempt will be made to place every player candidate attending the publicized regular registration sessions onto a league team, and no league registration shall be closed prior to the end of the publicized regular registration sessions without prior approval from the Board of Directors, Oak Hill Youth Sports Association.

Furthermore, the program shall take due diligence in maximizing all available resources to achieve the largest registration enrollment possible before registration closure is considered.

1. In order that every youth in the general area of the club shall have an opportunity to participate in the Baseball/Softball Program, public notice of registration, tryouts and other information shall be given broad local dissemination, including use of all league social media sites and notification via email to all accessible addresses, and which may include additional online and print advertisement such as signage, posts, flyers, and use of local schools as deemed appropriate by league and district officials.
2. A minimum of one (1) registration session shall be conducted for each league.
3. Parents or legal guardians of players attending registration sessions must complete the registration form prescribed by the Baseball/Softball Committee, including their signature acknowledging a waiver of liability on behalf of the Oak Hill Youth Sports Association, and must be willing to provide any other information that may be requested.
4. The registration fee must be paid or hardship waiver approved by an officer of the Board of Directors or an approved representative.
5. At registration each player candidate shall either:
 - a. Be assigned a tryout number that will be used to identify the candidate during the tryout and draft sessions, or;
 - b. Be entered into the League's registration database system, which will automatically generate a unique number to identify the candidate during the tryout and draft sessions for that season.
6. Players in the baseball program will be registered to the respective leagues according to the playing age attained by the cut-off date of the season in question:

6U League	Age 5 & 6
8U League	Age 7 & 8

9U League	Age 9
10U League	Age 10
12U League	Age 11 & 12
14U League	Age 13 & 14
18U League	Age 15 – 18

7. Players in the softball program will be registered to the respective leagues according to the playing age attained by January 1 of the season in question:

6U League	Age 5 & 6
8U League	Age 7 & 8
10U League	Age 9 & 10
12U League	Age 11 & 12
14U League	Age 13 & 14

8. Players in the WeeBall program will be registered having attained playing age of 3 years by January 1 (for females) or May 1 (for males) of the season in question.
9. No exceptions to these age eligibilities will be allowed, other than paragraph C(2)(i), unless the parents of a player requesting such exception shall have received written approval from the Board of Directors, Oak Hill Youth Sports Association. High school

freshmen are allowed to play in the 14U League (spring) and/or 18U League (summer) as long as they do not exceed the age limit for either league.

10. Six (6) year-olds requesting to play baseball in the 8U League shall be allowed with approval from the Baseball Commissioner. Softball players wishing to play up into a higher league may do so only with the approval of the Softball Committee.

REGISTRATION REPORT

Prior to all/Softball Committee shall submit to the Board of Directors, a report detailing the estimated maximum number of teams possible in each league. The Board of Directors shall approve a maximum number of teams for each league and shall determine if league closure is necessary in any league.

PLAYER TRYOUTS

A minimum of (1) regular tryout session and one (1) make-up session shall be conducted for each league in the 8U League and above. The 6U League will not conduct a tryout session. Tryout sessions shall be conducted in the presence of Head Coaches and shall afford every candidate an opportunity to run, bat, and throw.

As soon as is practicable after registration but in no case later than the date of tryouts, each League Commissioner shall have prepared a list of all player candidates in the respective league. This list shall include each candidate's tryout number, name, birth date, playing age, and telephone number. A copy of the list shall be furnished to each Head Coach to aid in player selection during the team draft.

TEAM DRAFT AND PLAYER SELECTION

INTENT OF DRAFT

It is the intent of the draft to afford every manager a fair opportunity to select any eligible candidate to fill a vacancy on his/her team, in a manner that will provide a competitive balance within each league.

TIME AND METHOD

The draft for each league will be held at a time and place prescribed by the League Commissioner, following the final tryout session.

PLAYER ELIGIBILITY

Any candidate that has met the following requirements before the date of the league draft shall be considered eligible for participation in the draft and regular season play:

1. Candidate must be registered.
2. Registration fee must be paid or hardship waiver approved.
3. Candidate must have attended a tryout session (any player that is returning to a team in the second year of eligibility in the league or is to be selected as a "priority" draft selection is exempt from this requirement, as well as candidates in leagues not conducting tryout sessions).

TEAM COMPOSITION

1. Each team shall consist of no less than six (6) players in Weeball, ten (10) players in the 10U, 12U, 14U, 18U Leagues and eleven (11) players in the 6U and 8U Leagues, and no more than fifteen (15) players.
2. Each team shall be restricted to no more than eight (8) players in the second year of eligibility in a league with the exceptions of:
 - a. 10U Baseball, in which the Upper and Lower divisions shall be restricted to no more than seven (7) players in the second year of eligibility in the league;
 - b. At the discretion of the league commissioner with the ratio of first year to second year players, with the permission of the Softball or Baseball Commissioner.

TEAM SELECTION FOR WEEBALL, 6U and 18U LEAGUES

The League Commissioner will assign players to each team in the league with the intent of promoting a competitive balance and with adherence to the team composition provisions.

Requests by participants to be assigned to specific Head Coaches, teams, or group of players will be accepted and honored where possible on a first come basis prioritizing previous relationships with coaches or players. In all cases, ensuring the rule directly above takes highest priority.

TEAM DRAFT FOR 8U, 10U, 12U, AND 14U LEAGUES

In the initial season of any league, Head Coaches shall determine the team order of selection by drawing numbers "from a hat". The Head Coach drawing #1 shall have first choice of players, #2 shall have second choice, and so forth, in the first and all odd numbered draft rounds. The reverse order of selection shall be used in all even numbered draft rounds and for team name selection.

In subsequent years, the order of draft selection shall be determined by the position of the teams in the regular season league standings the previous year. The team in last place shall select first, next to last shall select second, and so forth, in the first and all odd numbered draft rounds. The reverse order of selection shall be used in all even numbered draft rounds and for team name selection when more than one team changes names. Teams that participated in the end of season tournament that ended the regular season with identical finishes the previous year shall carry over, in reverse order, the result obtained from the process described above pertaining to seeding in the previous year end of season tournament, when determining the team order of draft selection the following year, i.e., the team that loses the tournament seeding flip, or other chance method, shall move ahead in the order of draft selection the following year.

For Softball only: Interlocking games with other leagues will not count towards final, regular season standings in the Spring.

Teams with identical finishes in the regular season the previous year that did not participate in the end of season tournament shall use a "coin flip" or other chance method to determine the team order of selection. Players returning to a team shall be placed on the draft board in the bottom-most available slots for their respective team. This rule will not apply to 10U Baseball or any draftable division in Softball.

For draftable divisions of softball, players returning to a team shall be placed on the draft board in the 2nd to last available slots for their respective teams.

1. The selection procedure shall be continued until the pool of eligible players is exhausted or until each team roster has been filled.
2. If any new teams are formed (see paragraph C (6) (a)) or if any existing teams have less than four (4) returning players from the oldest age group allowed in the league (including players from the oldest age group that will be selected as "priority" draft selections in the current regular league draft), then the following procedures shall be followed:
3. Prior to the start of the regular league draft, a number of players from the oldest age group allowed in the league, that are eligible for the current league draft, shall be "frozen". The number "frozen" shall be equal to the number of players required to ensure that each team in the league will receive a minimum of four (4) players from the oldest age group (i.e. one (1) newly formed team = four (4) players "frozen", one (1) newly formed team and one (1) existing team with three (3) returners = five (5) players "frozen").
4. If there are not enough players from the oldest age group available to achieve the above condition, then all of the oldest age group candidates shall be "frozen".
5. The players "frozen" can only be selected by the teams meeting the criteria defined in the Player Pool subsection below, and these teams must make their selections during

the course of the "expansion draft" or "regular draft". Once these teams have made the required number of selections to achieve a roster of four (4) players from the oldest age group, then they will not be allowed any further selections from the "frozen" players.

- a. A Head Coach must exercise a "priority" draft selection of his/her children, the children of any Priority Assistant Coach, and the brothers/sisters of a player already a member of the team. A Head Coach is not required to select a Priority Assistant Coach, however, if one is selected then it must be declared at the league draft.

6. "Priority" draft selections shall constitute the following draft rounds:

First Player	Round 2
Second Player	Round 4
Third Player	Round 5
Each Succeeding Player	Each Round

7. Spring draft will follow the the Fall Priority draft selection process to accommodate all teams being drafted.

8. A "priority" draft selection of the Head Coach's children or the children of a Priority Assistant, shall begin in Round Two (2), whereas the selection of brother/sister type priorities shall begin in Round Five (5). SOFTBALL ONLY: "Priority" selections shall remain in the same draft positions the second year of eligibility and will not drop to the bottom of the draft board.

9. The following conditions shall apply in regards to "priority" draft selections:

- a. No team may have more than two (2) "priority" draft selections on the team roster during a given season (excluding brother/sister type priorities). If a Head

Coach has no children on the team, the team may have two (2) Priority Assistant coaches

- b. A player taken as a "priority" draft selection will count towards the total of priorities allowed on a team, for both years of eligibility in the league unless the player leaves the team in his/her second year. In the event that a parent of a player that was selected as a "priority" draft selection quits or steps down as Head Coach or Priority Assistant, then that player will remain a "priority" on that team. The only exception to this rule will be brother/sister type priorities, or if a Priority Assistant takes over a Head Coaching position on an open team.
- c. "Priority" draft selections are to be used solely as a method of allowing Head Coaches and Priority Assistant Coaches to draft their own children(or a child with whom they have a special relationship), and to keep brothers/sisters on the same team. Board approval must be obtained before a Head Coach or Priority Assistant Coach is deemed to have a special relationship sufficient to allow a Head Coach or Priority Assistant Coach to exercise a priority draft selection for that child. Under no circumstances will a "priority" draft selection be allowed as a "free pick" of any eligible candidate.
- d. In order for a Head Coach to exercise a "priority" draft selection of a Priority Assistant Coach's child, that Head Coach must present a Priority Assistant Approval Form to the League Commissioner for that league, prior to the League Draft. A Priority Assistant must sign the form and abide by the requirements and responsibilities set forth on the form to be eligible for a "priority" draft selection.

PLAYER POOL

Any candidate who is not drafted due to team composition limitations or who registers after the league draft or who did not meet the three (3) conditions of eligibility prior to the league draft, may be placed in the player pool, which shall serve as the source for the replacement of players lost by a team for any reason. A roster of such candidates shall be maintained by the League Commissioner in the order that the candidates were registered, and this list shall not be announced by the League Commissioner. A Head Coach, who has lost a player for the season, is

required to notify the League Commissioner who will then furnish the names of candidates in the player pool. The Head Coach will select a replacement player from the pool, subject to the following conditions:

1. Teams with a roster below the twelve (12) player minimum (13 in 8U League) must make a selection from the player pool.
2. If the player pool includes candidates who participated in a tryout session, then a selection will be made from among these candidates only.
3. If none of the candidates in the player pool attended a tryout session, then the League Commissioner will assign a player based on the order that the candidates were registered. This assignment will be a random draw from the teams eligible to receive players after the draft.
4. If no candidates are available in the player pool, then a Head Coach may solicit candidates from the general public, only if the team roster drops below eleven (11) in the 6U and 8U Leagues or ten (10) in the 10U, 12U, and 14U Leagues. A player added in this manner past the scheduled mid-point of the season shall not be considered a “player returning to a team.”
5. The player pool will be closed and no candidates shall be added to the pool after the midpoint of the season as determined by the Baseball/Softball Commissioner.

FORMATION OF ADDITIONAL TEAMS AND THE EXPANSION DRAFT

CONDITIONS

A league shall form an additional team when the following conditions are met:

1. The number of registered players in the league would otherwise require that one or more existing teams exceed the optimum player limit, and
2. The number of registered players will assure that all teams in the league shall meet the minimum player requirement per team.

TIME AND METHOD

An "expansion draft" will be conducted in accordance with the following procedures:

1. Participation in the "expansion draft" is limited to the newly formed teams. These Head Coaches will determine the team order of selection in the draft by drawing numbers "from a hat" or some other similar chance method.
2. The Head Coach drawing #1 shall have the first choice of players in the "expansion player pool", #2 the second choice, etc., in the first and all odd numbered rounds. The reverse order shall be used in all even numbered rounds.
3. The "expansion player pool" shall be comprised of registered players which have attended tryouts and are available for the current league draft.
4. The number of players to be selected by each team in the "expansion draft" shall be computed as follows:
 - a. Each existing team's total number of returning players, which have registered for the current season, are to be calculated by the League Commissioner prior to the league tryouts. Each existing team's total roster is then adjusted for each player that is released from that team. The adjusted roster will represent the net returning roster for each team.
 - b. The lowest number of returning players on any existing team will set the "mark" that will be used to determine the number of players to be selected in the "expansion draft". This "mark" can never be less than two (2) and any existing team with less than two (2) returning players shall follow the procedures outlined under "Special Situation".
 - c. If the lowest number of returning players is two (2), then the "mark" is two (2) and the number of players to be selected in the "expansion draft" will equal two (2).
 - d. If the lowest number of returning players is three (3) or more, then the number of players to be selected in the "expansion draft" will be equal to fifty percent (50%) of the "mark". The number selected will be rounded upwards for all odd

numbers (i.e. "mark" of three (3) = two (2) draft selections; "mark" of five (5) = three (3) draft selections).

- e. Teams classified as "Expansion Teams" will be granted one (1) selection in the expansion draft before the regular draft begins. Further, they will receive one (1) additional selection at the completion of the 2nd round of the regular draft (prior to the beginning of the 3rd round).
5. Head Coaches of "expansion teams" will exercise their regular draft selections after all existing Head Coaches in the first and all odd numbered rounds. They shall be subject to the reverse order in all even numbered rounds. If there is more than one (1) newly formed team, the selection order among them shall be the reverse order of that used in the "expansion draft".

SPECIAL SITUATIONS

An existing team with less than two (2) returning players, after reducing the roster for all players released to the regular league draft, will participate in the "expansion draft" in the following manner:

1. If an existing team has no returning players, then that team will be considered an "expansion team" and will participate in the "expansion draft" in the same manner as a newly formed team.
2. If additional teams are formed and an existing team has only one (1) returning player, then that team will participate in the "expansion draft", selecting the first player in the second and all even numbered rounds. The reverse order shall be used in the third and all odd numbered rounds. The total number of selections allowed in the "expansion draft" shall be one (1) selection less than the number selected by the newly formed teams.
3. If no new teams are formed and an existing team has only one (1) returning player, then that team will be granted a single selection from the "expansion player pool" prior to the opening of the regular league draft.

4. If one or more existing teams meet the definition in item (2) or (3) above, then those Head Coaches will determine the team order of selection by drawing numbers "from a hat" or some other similar chance method.

An existing team with two (2) or fewer returning players that has no returning Head Coach or Priority Assistant may be dissolved by the league commissioner. Any returning players shall be placed back in the tryout and draft pool.

DELETION OF EXISTING TEAMS DUE TO LEAGUE SHRINKAGE

CONDITIONS

A league shall delete an existing team when the following conditions are met:

1. The number of registered players in the league would otherwise require that one or more existing teams carry a roster below the optimum player limit as determined by the Baseball/Softball Committee, and
2. The number of registered players will assure that all remaining teams in the league shall meet the minimum player requirement per team.

TIME AND METHOD

Prior to the Head Coach selection process, each League Commissioner shall determine the number of teams in their league based on the number of registered players. If it is determined that a league will be required to delete a team or teams per the conditions in a) above, then the following criteria shall be used to determine which team or teams to select:

1. The first team or teams to be selected will be those with no returning players, after reducing the roster for those players which will be returned to the draft.
2. The second team or teams to be selected will be those with the fewest number of returning players, after reducing the roster for those players which will be returned to the draft.
3. If two (2) or more teams have the same number of returning players in (2) above, then the team without a returning Head Coach shall be selected first.

4. In all situations that may arise in which a selection cannot be made from the process explained above, then the Baseball/Softball Committee shall determine the team selection.
5. All players released by a team deletion, must attend tryouts and will be included in the draft pool with all other eligible candidates. A released player can be selected as a "priority" draft selection in which case they would not be required to attend tryouts.

LEAGUE STRUCTURE

Following the league draft and prior to the preparation of the season game schedule, each League Commissioner, working in conjunction with the softball/baseball commissioner shall determine the league structure.

SEASON GAME SCHEDULE

The League Commissioner shall prepare and distribute the regular season game schedule for their respective league, provided the following conditions have been met:

1. Baseball/Softball Commissioner has reviewed and approved the game schedule.
2. All teams in 8U, 10U, 12U, and 14U Leagues shall be scheduled for a minimum of fourteen (14) games and a maximum of twenty (20) games during the regular season (unless the Baseball/Softball Budget allows for additional expenditures). Teams in 6U League shall be scheduled for a total of ten (10) games during the regular season. Teams in WeeBall shall be scheduled for a minimum of six (6) games during the regular season.
3. No team will be required to play in more than three (3) games in any calendar week, including make-up games. Additional games may be played in organized tournaments during the calendar week.
4. Due consideration will be given for Pitching "Rest Rules" in scheduling games in the 10U, 12U, and 14U Leagues.
5. Schedules shall require each team to play a minimum of two (2) games against each division opponent, in any league with more than one division.

6. The regular season shall be comprised of a minimum of eight weeks. End of season tournament will commence in the week immediately following the completion of the regular season.
7. Dates that should be avoided in preparing the regular season schedule are the week and weekends of Spring Break, Sunday mornings, and the Friday, Saturday, and Sunday of Easter weekend. No other holidays should interfere with the scheduling of regular season games.

POST-SEASON TOURNAMENT AND LEAGUE CHAMPIONSHIP

6U LEAGUE

1. Win/Loss records shall not be maintained during the regular season.
2. A post-season tournament shall be conducted following the regular season to determine the League Champion. Separate tournaments for divisions of 8 or more teams may be conducted if determined appropriate by the League Commissioner
3. A League Champion or Division Champions shall be declared.

8U, 10U, 12U, AND 14U LEAGUES

1. Win/Loss records shall be maintained during the regular season.
2. A post-season tournament shall be conducted following the regular season to determine the League Champion.
3. Teams shall be seeded according to season records in the Spring, or by random draw in the Fall.
4. Tie breakers for seeding will be (1) head to head record, (2) chance method as specified by the League Commissioner.
5. The League Commissioner shall prepare the post-season tournament bracket prior to the end of regular season play, and shall begin the tournament as soon as possible following the regular season.
6. A League Champion shall be declared.

POST-SEASON TOURNAMENT FORMAT

The League Commissioner shall determine the specific tournament format to utilize, factoring number of teams and available game slots for the specific league and field, with approval of the effective Baseball or Softball commissioners.

LEAGUE CHAMPION

The team that wins the post-season tournament shall be declared the League Champion.

TEAM UNIFORM POLICIES

The Board of Directors, Oak Hill Youth Sports Association, shall determine the type and quantity of team uniforms to be used in the Baseball/Softball Program, in accordance with rules and regulations of 14U Baseball/Softball, Inc.

The Baseball/Softball Program shall provide each player with a team hat and jersey in the WeeBall, 6U, 8U, 10U, 12U, and 14U Leagues. Each player will be responsible for purchasing the remaining uniform items, such as pants, belts, and socks.

1. Team hats and jerseys shall be worn by all players and coaches while participating in games during the season. Pants, belts, and socks shall be worn by all players in the 8U, 10U, 12U, 14U, 18U Leagues.
2. In the interest of the safety of our young players, individual player names are not allowed to be printed on game jerseys, either for regular league play or for All-Stars. A practice shirt that lists all the names of the team's players on each shirt shall be allowed.

TEAM EQUIPMENT POLICIES

The Board of Directors, Oak Hill Youth Sports Association, shall determine the type and quantity of team equipment to be used in the Baseball/Softball Program, in accordance with rules and regulations established by any governing body and OHYSA.

1. The Baseball/Softball Committee shall distribute equipment considered essential for the conduct of Baseball/Softball games, to each team in the program.

2. Head Coaches shall be responsible for all equipment issued to them and shall take necessary precautions to prevent abuse or loss.
3. If equipment is lost or damaged during the course of the season, then the Head Coach shall contact the Equipment Director to repair or replace such equipment.
4. Following the conclusion of the regular season, the Baseball/Softball Committee shall schedule a mandatory date for all team equipment to be returned by Head Coaches.
 - a. If a Head Coach fails to return the equipment issued to them by this date, then that Head Coach must pay for the full value of such equipment.
 - b. In addition, that Head Coach and his/her family will not be allowed to participate in any future programs at Oak Hill until such equipment is returned and the fine is paid.

AWARDS POLICY

It shall be the policy of the Baseball/Softball Program to provide awards to individual players for the recognition of participation and achievement of excellence in play during the regular season. These awards shall be distributed in the following manner:

1. All team members in the WeeBall, 6U and 8U Leagues shall receive a participation trophy.
2. Team members in the 6U, 8U, 10U, 12U, and 14U Leagues shall receive trophies for first and second place finishes in the post-season tournament.
3. All-Star trophies shall be awarded to each player selected to a League All-Star Tournament Team.

CONDITIONS OF LEAGUE PLAY

REQUIREMENTS FOR PLAY

Any player who has met the eligibility requirements and has been drafted or assigned to a team, shall be eligible for regular season play. Any team using a player in violation of these requirements or using a player that has not been drafted or assigned to that team shall forfeit all games in which the ineligible player has participated.

TEAM PRACTICE POLICIES

One of the stated objectives of the Baseball/Softball Program is to "foster and maintain an interest in the game of baseball/softball". This objective cannot be met without a diligent effort to teach and develop baseball/softball skills. Our best opportunity to promote the learning process is necessarily on the practice field. Head Coaches shall, therefore, schedule team practices with such frequency as will assure that every player has full opportunity to sustain his potential growth rate in the development of baseball/softball skills.

At the same time, Head Coaches must recognize that there are other family, school, and community demands placed on the youth's time which should be honored. Head Coaches must, therefore, strive to balance their time requirements with those of others, and still fulfill their responsibilities to each member of the team.

Frequency

Specific frequencies of team meetings for each league are as follows:

1. WeeBall League
 - a. There will be no declared pre-season for WeeBall. A maximum of one (1) meeting per calendar week is allowed during the regular season, which incorporates both practice and game.
2. 6U LEAGUE
 - a. In Spring and in Fall, a maximum of three (3) team meetings per calendar week is allowed during the declared pre-season period, and a maximum of three (3) team meetings per calendar week (including games) is allowed during the regular season.
3. 8U, 10U, 12U, AND 14U LEAGUES
 - a. In Spring, a maximum of four (4) team meetings per calendar week is allowed during the declared pre-season period, and a maximum of four (4) team meetings per calendar week (including games) is allowed during the regular season. In Fall, a maximum of three (3) team meetings per calendar week is

allowed during the declared pre-season period, and a maximum of three (3) team meetings per calendar week (including games) is allowed during the regular season.

Calendar Week / Team Meetings

1. A "calendar week" is from 12:01 a.m. Monday to 12:00 midnight the following Sunday.
2. A "team meeting" is any baseball or softball related activity involving three (3) or more players assigned or drafted to the roster of a team during that season.
3. During the period immediately following the league draft and prior to the declared pre-season period, no team meetings, except an organizational meeting with the players and their parents, will be allowed.
4. The first violation of team meeting restrictions, will result in no team meetings (except scheduled games) for one (1) week. The second violation will result in the Head Coach being suspended for the remainder of the season.

GAME DUTIES

1. The Home & Visiting Teams shall be defined on the season game schedule for each league.
2. The Home Team shall occupy the appropriately labeled dugout and bat in the bottom of each inning, whereas the Visiting Team shall occupy the appropriately labeled dugout and bat at the top of each inning.
3. The Visiting Team shall take infield practice first, followed by the Home Team's infield practice, if sufficient time permits infield practice prior to the start of the game. The limit for any one team for pre-game infield practice is 10 minutes. Umpires may further limit as necessary to keep games on schedule.
4. The Home & Visiting Team shall be responsible for pre-game field preparation and post-game cleanup, which shall include assuring that post-game field maintenance is performed, trash is picked up, and the field lights are turned off before leaving the complex.

5. Continued failure by a team to perform these duties can subject that team to forfeiture of games and/or the right to participate in future games during the season.

GAME SCOREKEEPING DUTIES

The Home Team shall provide an Official Scorekeeper to maintain the official score and pitch count during games. Game results should be submitted via text or email to the league commissioner or his or her designee following the game. The visiting team coach or bookkeeper should be copied.

Scoreboard duties are the responsibility of the visiting team. Scoreboard controllers can be checked out at the concession stand nearest that field. A drivers license and car keys must be left as deposit.

GAME OFFICIALS

1. WeeBall games shall not be officiated.
2. 6U League games shall be officiated by coaching staff or appointees present, unless other arrangements have been made by the league.
3. 8U League games shall be officiated by one (1) paid umpire.
4. 10U, 12U, 14U, 18U Leagues shall be officiated by two (2) paid umpires.
5. If umpires do not show up for a league game, the game will be played, and shall be considered an official league game. Each Head Coach shall choose a parent from their team or some other individual to officiate the game.

POSTPONED GAMES

1. Before the start of any game that is threatened by weather conditions, the decision to postpone the game shall be made by the respective League Commissioner or in his/her absence, the Baseball/Softball Commissioner.
2. The decision so made shall be posted on the league website and sent to appropriate team coaches via email to provide access by all teams affected.

3. In the event that neither the League Commissioner nor the Baseball/Softball Commissioner is available to make a decision prior to the start of a game or in situations where threatening weather conditions arise after a game has started, then the decision to postpone shall rest with the Home Plate Umpire.
4. In the event of postponement, the Home Head Coach – with the assistance of the Home Plate Umpire and Visiting Head Coach - shall be responsible for notifying the respective League Commissioner and Umpire-in-Chief of the rescheduling requirement. Pertinent information shall include a visual indication of what point in the game play was suspended, the score at time of suspension and time at the time of suspension.
5. Postponed games shall be rescheduled to time-slots established for this purpose by the League Commissioner in the regular season schedule. The League Commissioner shall reschedule each postponed game to the first available time-slot at the time of postponement, while adhering to provisions cited in paragraphs C(9)(c) and C(9)(d). When establishing time slots for postponed games in the regular season schedule, the League Commissioner should use one of the following two methods:
 - a. Maintain open time slots on Sunday afternoons, or
 - b. Play the postponed game as a second game on weekday nights with time limits for both games.
6. When, as the result of rescheduling, a team is required to play more than one (1) game on the same day, the League Commissioner shall be allowed to rearrange game times for either game in order to minimize the inconvenience of participants on the team.

FIELD MAINTENANCE DUTIES

Each team will be assigned designated dates that they are responsible for field maintenance duties at the Baseball/Softball Complex. Failure to perform this task will result in suspension of the Head Coach from the team's next game. Continued neglect of this responsibility by the Head Coach will affect future coaching assignments.

PLAYING RULES

"Rule Supplements" for each league are included at the end of this handbook. These supplements provide the various rules that shall be followed during league play in the Baseball/Softball Program at the Oak Hill Youth Sports Association.

ALL-STAR TOURNAMENT TEAMS

GENERAL

1. At the conclusion of regular season play, tournament teams shall be selected in each league to represent the Oak Hill Youth Sports Association in post-season competition made available by 14U Baseball/Softball, Inc.
2. The tournament teams shall be comprised of all-star candidates, which have been nominated and selected from among all players in the league because of their individual achievements during regular season play.
3. In the selection of all-star candidates and Head Coaches, participants in the selection process shall strive to provide a team which will provide the strongest possible representation in tournament play.
4. All coaches who wish to be considered for a manager position on an all-star tournament team must be nominated at the same time all-star candidates are identified, with name distributed to team managers. Managers can be self-nominated and should include background experience as part of their nomination. Those not nominated will not be able to be considered unless there is a waiver exemption from the league commissioner, in the event there are no nominated coaches available for a given team.
5. A minimum of one (1) tournament team shall be selected to represent each league in the Baseball/Softball Program. Additional tournament teams from the league may be formed with approval of the Baseball/Softball Commissioner and the Board of Directors, Oak Hill Youth Sports Association. In the 14U League in baseball there shall be a 14U team and a 13U team selected. In the event of extraordinary circumstances, the 14U League Commissioner, with the approval of the Baseball Commissioner and the Board of Directors, may reduce the number of teams selected.
6. Fundraising activities and the solicitation of sponsorships for Oak Hill Youth Sports Association all-star teams must be approved by the Board of Directors and funds raised must be deposited with the Treasurer. Checks will be issued by the Treasurer for approved expenses in accordance with procedures established by the Board.

NOMINATION OF ALL-STAR CANDIDATES

6U LEAGUE - Softball

1. During regular season play, the 6U League Commissioner shall distribute to all participants in the league, an "All-Star Nomination Form" requesting the following information:
 - a. Team name.
 - b. Names and identifying numbers of six (6) all-star nominees from the team.
 - c. Position(s) normally played by each all-star nominee.
2. The parents of each player on a team will be entitled to submit a completed "All-Star Nomination Form", providing a list of six (6) all-star nominees from their respective team.
 - a. One (1) nomination form may be submitted for each player that a parent has assigned to the team.
 - b. A Head Coach with no children of his/her own assigned to a team, will be entitled to submit a nomination form as well.
 - c. This form must be signed by the nominating parent.
3. Each "All-Star Nomination Form" shall be submitted to the 6U League Commissioner, who shall establish a deadline for submissions no later than the mid-season date of the regular season.
4. Upon receipt of the nomination forms for each team, the 6U League Commissioner shall tabulate the total nominations received for each player on the team, and determine the "All-Star Candidates" nominated from each team.
5. In order for a player to be officially nominated as an "All-Star Candidate", he/she must receive seventy-five percent (75%) or more of the maximum team nominations possible from the parents who participated in the nomination process. An All-Star Candidate may not be removed from consideration without a written request from the player's parent or guardian.

6. Once the 6U League Commissioner has tabulated team nominations and determined the "All-Star Candidates" nominated for each team, he/she shall compile an "All-Star Candidate List". This list shall be distributed to each Head Coach in the league within one (1) week following the submission deadline for the nomination forms. This list shall contain the same information that was requested on the "All-Star Nomination Form".
7. Upon receipt of the "All-Star Candidate List", Head Coaches shall notify the parents of "All-Star Candidates" and if for any reason the candidate will be unable to participate in all-star activities, then the 6U League Commissioner shall be notified and the candidate removed from consideration. No replacements shall be added to the list unless the number of candidates selected and available is below the number required to field a team.

6U LEAGUE - Baseball

1. Any 6U League player desiring to be considered for ALL-STAR selection must register for ALL-STAR selection and participate in the MANDATORY 6U League ALL-STAR Tryout to be conducted near the end of regular season play. Any player registered for ALL-STAR selection but unable to participate in the Tryout may obtain a Tryout waiver at the discretion of the League Commissioner. Waiver requests must be submitted prior to or on the day of the Tryout, in writing, with an explanation of the circumstances for missing the Tryout. Reasonable circumstances may include, but not be limited to, player illness or family emergency.

8U, 10U, 12U, AND 14U LEAGUES

1. During regular season play, League Commissioners shall distribute to all Head Coaches, an "All-Star Nomination Form" requesting the following information:
 - a. Team Name.
 - b. Names and identifying numbers of all-star nominees from the team.
 - c. Position(s) normally played by each all-star nominee.

2. Each Head Coach shall submit their "All-Star Nomination Form" to the respective League Commissioner, who shall establish a deadline for submissions no later than the mid-season date of the regular season.
3. The League Commissioner shall compile an "All-Star Candidate List. This list shall be distributed to each Head Coach in the league within one (1) week following the submission deadline for the nomination forms. This list shall contain the same.
4. Upon receipt of the "All-Star Candidate List", Head Coaches shall notify the parents of "All-Star Candidates" and if for any reason the candidate will be unable to participate in all-star activities, then the League Commissioner shall be notified and the candidate removed from consideration. An All-Star Candidate may not be removed from consideration without a written request from the player's parent or guardian. No replacements shall be added to the list unless the number of candidates selected and available is below the number required to field a team. All Candidates parents must sign a letter of commitment that will clearly outline the expectations of their participation in the All Star Tournament Season if their child is selected. Any player who does not fulfill their commitment as agreed upon may be dropped from the All Star Team. In addition, they may not be eligible for All Star consideration the following year based on a ruling by the Baseball or Softball Committee.

OBSERVATION OF ALL-STAR CANDIDATES

1. Baseball 6U League Only: The League Commissioner shall appoint an All-Star Selection Committee consisting of interested Head Coaches and Priority Assistants. Members of the 6U ALL-STAR Selection Committee shall work with the League Commissioner to schedule and conduct the 6U League ALL-STAR Tryout near the end of regular season play. Results of the ALL-STAR Tryout, along with season play will form the basis for members' selection of ALL-STAR Players.

All Stars Skills Assessment

At the discretion of each league commissioner for Baseball and Softball, nominated players may be invited to a skills assessment held and run by coaches of that league. This will not be in lieu of observation requirements.

All Stars Coaching Observation Requirements

1. Head Coaches shall observe all candidates shown on the "All-Star Candidate List" for their league or division, as often as possible for the remainder of the season. A Head Coach may appoint the PA to serve as the team's official representative for the All Star process providing the Head Coach declares this intent to the League Commissioner prior to the beginning of the observation period. A Head Coach may not make this election after the scouting process has started.
2. Minimum observation requirements: A minimum of two (2) observations per team in the opposite division is required by each Head Coach. There is no observation requirement in the same division. These observations will be in addition to games in which the observing Head Coach is participating.
3. The Head Coach of the team being observed will "sign-off" on the observing Head Coach's "All-Star Candidate List" at the conclusion of an observed game to satisfy the above requirement.
4. Prior to the selection of all-star tournament teams, the "All-Star Candidate List" for each Head Coach shall be checked by the League Commissioner for completion of the minimum observation requirements. A Head Coach that has not satisfied this requirement will not be allowed to participate in the selection of all-star tournament teams.

SELECTION OF ALL-STAR TOURNAMENT TEAMS

Conditions

All-Star team rosters shall be limited to twelve (12) players for all Leagues. The League Commissioner, with the approval of the Baseball/Softball Commissioner and the all-star Head Coach, may allow additional players to be selected to all-star team rosters, up to a maximum of thirteen (13) players. Selection of additional players shall be accomplished in accordance with the selection process used to select all other all-star players.

Eligibility

All Leagues except 6U Baseball: Only players that have been officially nominated by their respective team, are of legal playing age for eligibility in their league, and are available for participation in all such all-star related activities shall be eligible for all-star team selection.

1. In 14U league, players eligible for the A team may be league age 13 or 14. However, a 13 year old player's parent(s) may specifically request that he or she not be considered for the A team. After selection of the A team, a 13U All Star team shall be selected, comprised solely of players league age 13. After selection of the A team and 13U team, a third team may be selected comprised of players aged 13 or 14, at the discretion of the 14U commissioner and coaches voting.
2. 6U Baseball League Only: Players that are of legal playing age for 6U, are available for participation in all such all-star related activities, have registered for ALL-STAR selection, and participated in the 6U League ALL-STAR Tryout (or been granted a Tryout waiver) shall be eligible for all-star team selection.

Time and Method

At the conclusion of regular season play, a meeting to select all-star tournament teams shall be conducted at a time and place prescribed by the League Commissioner. This meeting will be chaired by the League Commissioner and shall only be attended by the Baseball/Softball

Commissioner, the Division Player Agents for that league, and the Head Coaches in that league or his/her designated representative in emergency situations.

1. 6U Baseball League Only: The 6U League Commissioner shall convene a meeting attended by the 6U Player Agent and the members of the 6U All-Star Selection Committee. Each Head Coach and Priority Assistant member is permitted one vote in the All-Star Balloting process, unless both the Head Coach and Priority Assistant are from the same team, in which case only the Head Coach shall be permitted to vote (one vote maximum per team).

All-Star Team Balloting

1. All Head Coaches eligible to participate will be entitled to ballot for the selection of all-star tournament teams from the entire league.
2. With the approval of the Baseball/Softball Commissioner and the Board of Directors, "second team" all-star team selections may be limited to selection from their league division only.
3. During the all-star tournament team selection process, each Head Coach will be entitled to cast a vote for each vacancy remaining on the team roster and in order for an "All-Star Candidate" to be selected as a member of the team, he/she must receive seventy-five percent (75%), fifty percent (50%) for 6U, or more of the maximum votes possible from the Head Coaches participating in the selection process.
4. The first order of business shall be the selection of the all-star team members, which will be accomplished in accordance with the following procedures:
 - a. The first round of balloting shall be conducted by allowing each Head Coach to prepare a list of twelve (12) candidates he/she is selecting for the league's all-star tournament team. Each Head Coach's ballot will be given to the League Commissioner for tabulation. No candidate's name may appear on the same ballot more than once.

- b. All such candidates having received seventy-five percent (75%) or more of the votes in the first round of balloting shall be placed on the all-star tournament team.
- c. On the second and all succeeding rounds of balloting, Head Coaches shall cast votes for only the remaining vacancies on the team.
- d. Subsequent rounds of balloting shall follow the same outlined procedures and a minimum of one (1) all-star team member must be selected from each round before the next round can be conducted.
- e. In the event a round of balloting results in no candidates receiving seventy-five percent (75%) of the votes, a reballoting round (to be distinguished from an officially designated balloting round) shall be taken of that round, deleting from eligibility (for this reballoting round only) those candidates who received the least number of votes on the previous ballot. Should this reballoting still not produce a candidate with seventy-five percent (75%) of the votes, a second reballoting round shall be conducted again deleting all candidates who received the least number of votes on the previous reballoting round.
- f. Whenever a round of balloting or reballoting produces an all-star tournament team member, the next round of balloting shall be conducted from all of the candidates who were officially eligible for all-star consideration except in the instance provided for in (g) below.
- g. These procedures shall be followed until the all-star tournament team roster is complete. If after three reballoting (3) rounds, this process should ultimately fail to fill the last 1, 2, or 3 positions on the team, the all-star Head Coach shall select the final placements from the candidates who were deadlocked in the last ballot.
- h. Only the players with the highest vote totals in the preceding round shall be considered. If one position is vacant, only the top three vote recipients shall be considered. If two positions are vacant, only the top four vote recipients shall be considered. If three positions are vacant, only the top five vote recipients shall be considered.”

5. Upon completion of player balloting, the all-star Head Coach shall be selected by majority vote of the Head Coaches in each league or league division. The League Commissioner shall cast a vote in the case of a tie.
6. Immediately upon acceptance, the Head Coach shall name his/her selection of candidates to fill the final positions on the all-star tournament team, if necessary. As soon as possible following acceptance, the Head Coach shall name his/her assistant manager(s) and business manager.
7. In the event that more than one all-star tournament team is to be formed from the league or league division, each team selection shall repeat the procedures outlined, and the basic steps of which are restated below:
 - a. Selection of all-star tournament team members.
 - b. Selection of the all-star Head Coach.
 - c. Selection of final members of the team, if necessary.
 - d. Selection of assistants to the Head Coach.
8. In the event an all-star team roster falls below twelve (12) players, replacement players may be added in the following manner, subject to the approval of the Baseball/Softball Commissioner:
9. The Head Coach of an A all-star team may select a replacement player from the all-star candidates eligible at the time of all-star balloting, including a player on the B all-star team, for their league or division.
10. The Head Coach of a B all-star team may select a replacement player from the all-star candidates eligible at the time of all-star balloting, other than those players on the A all-star team, for their league or division.
11. If there are no eligible all-star candidates available as replacement players, the Head Coach of an all-star team may select a replacement player from the players registered for the current year in that Head Coach's league or division.
12. Any coach who fails to participate in the viewing and balloting of All Stars will not be eligible to return the following year as a head coach. If coach is moving up to the next level, they will not be eligible to be a head coach for one year.

Notification

Commissioners for all leagues, baseball and softball, will send completed All Star rosters to website administrator(s) as soon as is feasible following the conclusion of the selections meetings for posting on the OHYSA website.

All-Star Play Requirements

1. 6U AND 8U LEAGUES
 - a. All-Star players must participate in at least two (2) defensive innings per game.
2. 10U, 12U, AND 14U LEAGUES
 - a. All-Star players must officially enter each game in some capacity.

FACILITIES

Use of Facilities

1. In order to ensure that the Association's facilities remain in suitable condition and are available for scheduled Association programs, use of the facilities shall be governed by the Board of Directors.
2. The facilities are primarily for the use by the Association for games, practices, or tournaments.
3. The Board of Directors may also close the facilities.

Availability of Facilities

When not closed or scheduled for use by Association programs, the facilities are available for use by:

1. Program participants or members of the community
2. By reservation
3. Persons or entities seeking to use the facilities for organized activities such as camps, clinics, practices, games, scrimmages, tournaments, or other profit making activities.
4. Persons or entities seeking to use the facilities for any type of organized activity, to include profit-making activities shall:
 - a. Reserve the facilities through the Board via written request to the OHYSA Secretary
 - b. Pay a fee determined by the Board
 - c. Satisfy any requirements imposed by the Board relating to insurance coverage and field maintenance.
5. Persons or entities that have paid a fee and/or received a reservation for any Association facility shall have priority over other users for use of that facility during the reservation period.
6. Any field rentals or reservations must comply with any governmental restrictions, including any requirements imposed by the City of Austin concerning use of lights and utilities.

7. Any person or entity seeking to use facility lights or utilities may be subject to a fee determined by the Board.

Batting Cage

1. Scheduled use of the batting cage shall be determined by the Baseball/Softball Commissioner.
2. Team use of the batting cage shall have priority over individual use. First priority shall go to teams immediately prior to a scheduled game. Second priority shall go to teams during a scheduled practice time. All players, including any minors who are throwing batting practice, must wear a protective batting helmet while in the batting cage.

REGISTRATION OF TOURNEY/TRAVELING/COMPETITIVE TEAMS

The Oak Hill Youth Sports Association may, with the Board of Directors discretion and subject to terms and conditions established by the Board, register teams for play in tournaments or games outside the regular recreational league structure, including but not limited to the 14U Platinum/Elite Program described below. Subject to approval by the Board and any terms or conditions established by the Board, these teams may participate as OHYSA All-Star teams in recreational competition.

1. PLATINUM/ELITE

a. Teams and older consisting of 12 - 15 players may submit requests to be considered, endorsed and sponsored by OHYSA. The Board of Directors must approve each team prior to any access to facilities or tournament play.

b. There will be a limit on the number of teams allowable by division or age, set on a season to season basis by the Board of Directors, subject to projected facility availability within a given age group and season.

c. In the event that submitted requests exceed the determined limit of a given season, priority acceptance may be extended to existing teams in the Platinum/Elite program and existing coaches in good standing within the Recreational program. The Board of Directors will have full discretionary control of what teams are accepted; and what qualifications or criteria must be met for such acceptance, for any teams or coaches applying from outside the umbrella of OHYSA.

d. Teams can be formed within one of three timelines, with formation on a date determined by the Board of Directors that corresponds to the beginning of each typical playing season:

i. Annual – playing season year-round from Fall through Summer.

ii. Fall only – playing season limited to September through November.

iii. Spring and Summer combined – playing season beginning in January and concluding at the end of the Summer tournament season.

e. Teams may be submitted completely formed or may choose to hold tryouts at the start of the Fall or Spring seasons. Prospective players not already registered with the Association must sign a medical release waiver prior to try-outs.

f. Each player must be registered with Oak Hill Youth Sports Association, paying a pre-determined administrative fee as set by the existing Board. This fee cannot be waived, reduced or covered by scholarship funding. The legal guardian of the player is responsible for submitting payment directly to OHYSA.

g. Each team must pay a pre-determined fee set by the existing Board in addition to the players' administrative fee. The team coach or designated administrator is responsible for collecting and submitting this fee to the Treasurer. Any team choosing Fall only or Spring and Summer combined will pay a truncated amount accordingly. There will be no discounted amount for Annual teams.

h. A player, separating from an Platinum/Elite team during the course of a season:

i. may enter Recreational play via the Player Pool conditions specific to his league, and;

1. must pay the difference in cost between administrative fee and recreational fee for that season if placed on a recreational team, and;

2. will not be refunded any portion of the team fee paid, and;

3. is ineligible for All-Star consideration if in the Spring season.

ii. will not be refunded either administrative or team fees in the event that he or she does not enter Recreational play by choice, or because of the passing of the mid-point of the season or lack of availability on existing teams.

i. A player lost to a Platinum/Elite team due to season ending injury will be refunded the administrative fee only.

j. A Platinum/Elite team dropping to fewer than 12 players may select a player already drafted onto a rec team, who can then practice but not play with the Platinum/Elite team until the conclusion of the EOS tournament

- k. Players may elect to play up a division, which will be at the discretion of each individual team and in compliance with the governing body of the tournaments in which they are participating.
 - l. For Baseball only: A regular week night, consistent across all active playing divisions, will be designated by the Board of Directors for Platinum/Elite practice scheduling. Access to those fields and associated cages on that night will be limited only to approved Platinum/Elite teams. Recreational games and practices will not be scheduled for that night. The night may change from season to season, but will be consistent within a given playing season. For Softball only: Practice slots will be determined at the discretion of the Softball Committee.
 - m. In the event of inclement weather during which league officials cancel games or practices, there will be no attempt to make up the practice slots on alternate dates nor will any part of team fees be refunded for lost practice time as compensation.
 - n. Additional field or cage practice slots on Sundays during any playing season will be scheduled for Platinum/Elite team use, subject to availability on a league by league basis.
 - o. Each Platinum/Elite team may choose, but is not required, to play in the 14U sanctioned Platinum/Elite Tournaments during the all-star competition for the summer.
 - p. Platinum/Elite teams are responsible for all uniform costs and tournament entry fees.
 - q. Each Platinum/Elite Team will be eligible to be covered under any insurance policy issued to OHYSA for any and all league endorsed tournament play.
 - r. All Platinum/Elite Coaches shall be reviewed and approved by OHYSA and background checks shall be enforced.
 - s. Each Platinum/Elite Team, including players and coaches, shall be subject to discipline at the discretion of the Infractions Committee, Baseball/Softball Committee or the OHYSA Board of Directors.
2. A Platinum/Elite Baseball/Softball Commissioner position will be created, reporting to the Baseball/Softball Commissioner, and be primarily responsible for organization, conduct and scheduling of the Platinum/Elite program and tournaments.

TIME AND METHOD OF AMENDMENTS

The amendment of any provisions in this handbook must be approved by the Board of Directors, Oak Hill Youth Sports Association, prior to January 1 in order for those amendments to be in effect for the current Baseball/Softball Program, or prior to August 1 in order to be in effect for the current Fall Baseball/Softball or Football/Cheerleading Programs. Any amendments promulgated after January 1, or August 1 for Fall Baseball/Softball, would not take effect until the next year's season.

OAK HILL YOUTH SPORTS ASSOCIATION
BASEBALL /SOFTBALL LEAGUE RULES SUPPLEMENTS

All Official Major League Rules, PONY Baseball and Centex rules shall be observed with the following exceptions which shall either override or add to those rules. This supplement is for the Baseball League play at Oak Hill Youth Sports Association only.

PLEASE BE REMINDED THAT SMOKING TOBACCO PRODUCTS OR NICOTINE DELIVERY DEVICES ARE PROHIBITED THROUGHOUT THE COMPLEX, AND SMOKELESS TOBACCO IS PROHIBITED ON THE FIELD OF PLAY AND IN THE DUGOUTS; IT IS ALSO PROHIBITED IN THE STANDS AND WITHIN 100 FEET OF ANY FENCE. PROFANE LANGUAGE WILL NOT BE TOLERATED AND THE CONSUMPTION OF ALCOHOLIC BEVERAGES IS NOT PERMITTED ANYWHERE ON THE OAK HILL YOUTH SPORTS ASSOCIATION FACILITY. ANY OAK HILL OFFICIAL, INCLUDING UMPIRES, SHALL WARN THE OFFENDER TO CEASE THE ACTIVITY AND THAT ANY FURTHER VIOLATION OF THIS POLICY WILL RESULT IN AN EJECTION FROM THE GAME, THE FIELD AND/OR THE PARK AS THE SITUATION WARRANTS.

THE RULES SHOULD BE STRICTLY ADHERED TO BY ALL OAK HILL YOUTH SPORTS ASSOCIATION COACHING STAFFS. UNAUTHORIZED TEAM MEETINGS, NON-COMPLIANCE OF FIELD PREPARATION AND CONTINUED NEGLECT OF EQUIPMENT WILL BE TAKEN UNDER CONSIDERATION BY THE BASEBALL COMMITTEE WHEN DECIDING UPON FUTURE COACHING POSITIONS.

OAK HILL YOUTH SPORTS ASSOCIATION OPERATES UNDER A ZERO TOLERANCE POLICY.

6U BASEBALL LEAGUE RULES SUPPLEMENT

EQUIPMENT RULES

1. Only rubber soled shoes are to be worn by participants. Metal cleated shoes will not be allowed.
2. The bat shall be round in cross section for its entire length, straight from end to end for its entire length and smooth surfaced in the hitting area. The maximum diameter shall not exceed 2 5/8 inches and all bats larger than 2 1/4 inches must be "equal to or heavier than" -10 drop.

PLAYING RULES

1. **MANDATORY TWO (2) INNING PLAY RULE:** Each player must play two (2) defensive inning, including an infield position (pitcher, first base, second base, third base, or shortstop) before the end of the third offensive inning, unless injured or being disciplined for behavior by the Head Coach. In the event that a player's parents have requested that the player not play an infield position, the request must be made in writing to, and approved in advance by, the 6U Commissioner. If a player did not play two(2) defensive innings then that player will play two (2) consecutive innings at the start of the next game and if a player did not play an infield position at least one (1) inning due to uncontrollable circumstances, then that team member will start the next game at an infield position. **FAILURE OF A HEAD COACH TO COMPLY WITH THESE PLAYING REQUIREMENTS WILL RESULT IN A SUSPENSION OF THAT HEAD COACH FROM THE NEXT GAME. DURING THE END OF SEASON TOURNAMENT, FAILURE OF A HEAD COACH TO COMPLY WITH THESE PLAYING REQUIREMENTS WILL RESULT IN FORFEITURE OF THE GAME.** The appeal by the opposing team must be made to the umpire prior to the beginning of the 3rd inning of play or the rule becomes null.

2. A team may start a game with fewer than ten (10) players but must have a minimum of eight (8) to begin. The team must take an out on the missing 9th batter, however will not take an out on the missing 10th batter. No substitute players are allowed.
3. There will be unlimited substitution. Substitutions can be made during an inning; however, the subs must come from the dugout and must go to the same position as the player they are substituting. Substitutions can only be made due to injury or illness.
4. Players not wishing to participate during the game may remain in the dugout and can enter the game at any time, at the Head Coach's discretion.
5. Ten (10) players shall be used defensively: Four (4) outfielders, four (4) infielders, one (1) pitcher, and one (1) catcher. Players must play in their respective defensive positions - shifting and players switching positions during a defensive inning (unless due to injury) is not allowed. A rover cannot be used in the outfield and the outfield or infield cannot be shifted to one side during an inning.
6. Infield players must remain behind an imaginary line between first (1st) and third (3rd) base until the batter has hit the ball into play.
7. Outfield players must remain five (5) feet behind the back edge of the infield until the batter has hit the ball into play. The "back edge of the infield" is defined as the curved dirt/grass transition beyond the base path.
8. Any ball hit into the outfield is live until it is returned to the infield and is in possession of an infielder. An outfielder may not run into the infield to stop play. Further, an outfielder cannot make a defensive out by running the ball in to touch a base (force out) or to tag a runner.
9. A "throw line" - either physically chalked or imaginary if not chalked - exists in a straight line from home plate to the center of the pitching rubber. Infielders positioned to one side of that line are required to make defensive plays on the opposite side of the line by throwing the ball rather than tagging the runner. For example: a 3rd baseman or pitcher standing to the right side of the pitching circle and fielding the ball would make the defensive play by throwing the ball to 1st base.

10. Time will be called when the ball is in possession of an infielder and, in the umpire's judgement, play has ceased. The ball is dead and returned to home plate.
11. All players are in the batting lineup. Players arriving late for a game may be inserted at the end of the batting order. Coaches are encouraged to rotate players around the batting order during the season in order to allow each player the opportunity to bat in the top, middle and bottom third of the lineup during the course of the season.
12. Batters cannot bunt from the tee, and balls falling within a 10 foot arc in front of home plate are foul-strike.
13. A batter will be allowed a maximum of six (6) swings, regardless of whether or not contact has been made. Once the ball is placed on the tee, any motion towards the ball is considered a swing. A batter will be **out** after failing to hit the ball after three (3) swings (i.e. a swing and a miss). A batter will not be out on a foul or foul tip unless it is the third swing.
14. Infield fly ball rule does not apply.
15. Runners may not lead-off or steal bases. Runners must have contact with the base until the ball is hit.
16. All players in the pitcher position must wear protective face gear and chest gear which will be provided by the league. Failure to do so will result in immediate removal of the player from that position.
17. Head-first slides while advancing to any base, including home plate, shall be illegal. The runner shall be called out regardless of the result of the play. This applies whether or not the defense is making a play on the runner. This rule does not apply when the runner is returning a base. If the runner has been forced to advance, then the runner will be a force out and no runs will score if it is the third out of the inning. This is for player safety purposes as most players simply do not know how to safely slide head-first while running full speed.

DEAD BALL RULES

1. "Baiting" by runners to induce a throw from an infielder is not considered advancing and will not be permitted. Once the ball is in the possession of an infielder in the infield and in the opinion of the Umpire, all advancing by all runners or play on the base paths has ceased, the Umpire shall call "Time".
2. An "Overthrow" is defined as any ball thrown into foul territory at first (1st) base or third (3rd) base, before the base runner has reached the base. If an "overthrow" is made, then the Umpire shall call time and no further advancement shall be made by the base runner(s). Runners may advance at their own risk when a ball is thrown into fair territory at first (1st) base, second (2nd) base, or third (3rd) base.

LENGTH OF GAMES

1. Regulation games will be a maximum of four (4) innings, but no regulation inning (one through four) may be started after fifty (50) minutes. The game will have a kill time of one (1) hour and five (5) minutes. There is a School Night Curfew (no inning may start after 9:00 PM).
2. No team can score more than five (5) runs in each inning.

WARNING, EJECTION, AND PROTEST RULES

1. Players shall not throw the bat after making contact with the ball. A player who throws the bat shall be given a minimum of one warning per game by the umpire after which the player may be called out at the umpires discretion. If the umpire calls a player out it will be considered a dead ball situation and no runners may advance and shall return to their original base. If in the judgment of the umpire, a bat is thrown by a player intentionally and/or with malicious intent, not warning shall be issued and the player shall be ejected from the game. If an ejection is made it will count as an out and create a dead ball situation where no runners may advance. If the ejection results in a team having less than 10 players on the roster that team shall take an automatic out for that spot in the batting order for the remainder of the game.

2. If the Umpire sees a base runner miss a base, the Umpire will call the base runner out. A Head Coach's appeal will not be required or warranted.
3. Abusive language, excessive force or any other form of unsportsmanlike conduct by any coach, player or spectator will not be tolerated. Based on the intent or severity of the infraction, the Umpire may warn and/or eject the offender from the game, from the field area or the ballpark. Coaches ejected from a game shall serve a one game suspension (the next game). A second ejection during the same season (including that season's End of Season Tournament) shall be cause for suspension for the duration of the season or tournament. The suspension penalty is immediate and not subject to appeal. A suspended coach may request a review of the incident or file a complaint via the infractions Committee process, but in no event is the suspension subject to appeal. Ejections of a player or spectator or conduct which warrants ejection from the ballpark will be reviewed by the OHYSA Board for possible additional sanctions.
4. There will be no protest committee - the Umpire's final decision will stand.

COACHES - UMPIRES

1. Umpiring of regular season games will be done by the 6U League coaches and parents of the two teams playing. Home and Visitor teams should each have one parent to umpire the games.
2. Each team will be allowed a maximum of five (5) coaches. Two (2) coaches may be in the outfield during a team's defensive half inning during the regular season. Please note that deaf interpreters do NOT count towards the maximum number of coaches. Interpreters are considered part of the field.
3. All coaching staff are required to wear or have a league provided badge with them when coaching games on field or in the dugout. Lack of badge will result in automatic ejection. No warnings will be issued.
4. A team will only be allowed one time out per each offensive and defensive half inning.

5. Only the Head Coach may discuss a call (rules question only) with the Umpire after he has called and received time out. Under no circumstances should more than one Head Coach from either team discuss a call with the Umpire at any given time.

8U BASEBALL LEAGUE RULES SUPPLEMENT

EQUIPMENT RULES

1. Only rubber soled shoes are to be worn by participants. Metal cleated shoes will not be allowed.
2. The bat shall be round in cross section for its entire length, straight from end to end for its entire length and smooth surfaced in the hitting area. The maximum diameter shall not exceed 2 5/8 inches and all bats larger than 2 1/4 inches must be "equal to or heavier than" -10 drop.

PLAYING RULES

1. **MANDATORY TWO (2) INNING PLAY RULE:** Each team member must play at least two (2) defensive innings of each game unless he is injured or being disciplined by the Head Coach. All subs must complete two (2) defensive innings by the end of the fourth (4th) inning. If the team member did not receive two (2) defensive innings of playing time due to uncontrollable circumstances, although he entered the game by the start of the third (3rd) inning, then that team member will start the next game and play for at least two (2) consecutive defensive innings. In addition, each team member must play an infield position (defined as the pitcher, shortstop, 1st, 2nd and 3rd basemen, and the catcher) at least one (1) inning of each game unless he is injured or being disciplined by the Head Coach, or the player or player's parents have requested that the player not play an infield position. If the team member did not play an infield position at least one (1) inning due to uncontrollable circumstances, then that team member will start the

next game at an infield position. **FAILURE OF A HEAD COACH TO COMPLY WITH THESE PLAYING REQUIREMENTS WILL RESULT IN A SUSPENSION OF THAT HEAD COACH FROM THE NEXT GAME. DURING THE END OF SEASON TOURNAMENT, FAILURE OF A HEAD COACH TO COMPLY WITH THESE PLAYING REQUIREMENTS WILL RESULT IN FORFEITURE OF THE GAME. The appeal by the opposing team must be made to the umpire prior to the beginning of the 3rd inning of play or the rule becomes null.**

2. A team may start a game with fewer than ten (10) players, however, each vacant batting order position, in a lineup of less than nine (9) players, is an automatic out when the vacant batting position comes up. No substitute players may be picked up during the spring season.
3. There will be unlimited substitution. However, a defensive player (either a starter or a substitute) cannot be removed until that defensive portion of the inning is completed, unless due to injury or illness.
4. Ten (10) players shall be used defensively: Four (4) outfielders, four (4) infielders, one (1) pitcher, and one (1) catcher. Players must play in their respective defensive positions, shifting and players switching positions during a defensive inning (unless due to injury or if the coach is disciplining a player) is not allowed. A rover cannot be used in the outfield and the outfield or infield cannot be shifted to one side during an inning. When playing with nine (9) players, the players must play in normal baseball positions; all infield positions must be occupied and all outfield positions must be occupied.
5. Players placed at the catcher position must actively cover home plate during any plays. Other positioned players may back up the plate, but cannot touch the ball while in play until it is past home plate and in foul territory.
6. All players are in the batting lineup. Players arriving late for a game may be inserted at the end of the batting order. If a player is removed from the game due to injury, illness, ejection or other reason, that player's spot in the lineup will be skipped. If the lineup is reduced to fewer than nine players, each vacant batting order position in a lineup of less than nine (9) players, is an automatic out when the vacant batting position comes up

7. A batter will be allowed a total of six (6) pitches to hit a fair ball unless, during that at bat, three (3) strikes are charged; at which time the batter will be out. Missed swings, foul balls and foul tips are all strikes. A batter is not out on a foul **tip** unless it is the sixth pitch. A hit ball that strikes the Pitching Coach will be a foul strike and no runners will advance. If the 6th pitch hits the pitching coach or is hit foul, the batter will NOT be out and may continue to bat until the player does not swing, strikes out or puts the ball into play. There will be no intentional bunting allowed - the pitch will be a strike and the ball will be dead.
8. There will be no infield fly ball rule.
9. Coach pitchers may speak with a base coach in order to relay coaching to batters in the box. They should not leave the mound for this purpose unless an official time out has been called.
10. Runners may not lead-off or steal bases. Runners must have contact with the base until the ball is hit, or the runner is out.
11. The Head Coach may provide a courtesy runner (the last batted out) for the catcher with two outs. That runner replaced on the base path must put on the catcher's gear quickly and without delay go out to catch the next half inning.
12. Time will be called when the ball is in possession of an infielder and, in the umpire's judgement, play has ceased. The ball is dead and returned to the mound.
13. The Home Team shall keep the official score. The Official Scorekeeper shall record the name of the teams, identify home and visitor, field played, day and date played, game start time, runs per inning and final score. Also recorded should be any warnings and/or ejections and the offender's name, number and capacity with the team. At the conclusion of the game, the Umpire will review and sign the official score sheet. Failure by the Head Coach to review the game record will result in automatic approval of the record. Game results will be submitted to the league commissioner or his representative electronically, with copy to the visiting team coach.

14. All players in the pitcher position must wear protective face gear and chest gear which will be provided by the league. Failure to do so will result in immediate removal of the player from that position.
15. Head-first slides while advancing to any base, including home plate, shall be illegal. The runner shall be called out regardless of the result of the play. This applies whether or not the defense is making a play on the runner. This rule does not apply when the runner is returning a base. If the runner has been forced to advance, then his will be a force out and no runs will score if it is the third out of the inning. This is for player safety purposes as most players simply do not know how to safely slide head-first while running full speed.

DEAD BALL RULES

1. "Baiting" by runners to induce a throw from an infielder is not considered advancing and will not be permitted. Once the ball is in the possession of an infielder in the infield and in the opinion of the Umpire all advancing by all runners or play on the base paths has ceased, the Umpire shall call "Time."

LENGTH OF GAMES

1. Regulation games will be a maximum of six (6) innings, but no regulation inning (one through six) may be started after one (1) hour and fifteen (15) minutes. Should the game be tied after six (6) innings and there is time remaining, an extra five (5) run inning may be played.
2. If after four (4) complete innings, or three and a half (3 ½) innings when the home team is ahead, the next inning cannot begin due to the one (1) hour and fifteen (15) minute time limit, play will stop, the Umpire will declare a complete game and declare either a winner or tie game. In the event of a tie game, each team will receive a one-half (½) win and one-half (½) loss. This rule also applies when calling a game for any reason by rule before the time limit expires and when the next inning cannot begin due to the School Night Curfew (no new inning begins after 9:00 p.m.).

3. No team can score more than five (5) runs in a regulation inning unless the Umpire has declared an "open inning".
4. The "open inning" (10 run limit) will be the fourth (4th) inning. If the 4th inning is completed before time expires, another regular inning can be declared and started by the Home Plate Umpire.
5. An Official Game can end without an "open inning" ever being played.

WARNING, EJECTION, AND PROTEST RULES

1. There is a mandatory slide rule at Home Plate when the player covering Home Plate has the ball in his possession. The Umpire shall make the call as to whether the runner is safe or out (regardless of whether an attempt to slide was made by the runner); however, failure of the runner to attempt a slide may result in a warning or an ejection of that player from the remainder of the game, based on the severity of the violation. If the player is ejected due to the severity of the violation then he/she is automatically called out on the play.
2. Players shall not throw the bat after making contact with the ball. A player who throws the bat shall be given a minimum of one warning per game by the umpire after which the player may be called out at the umpires discretion. If the umpire calls a player out it will be considered a dead ball situation and no runners may advance and shall return to their original base. If in the judgment of the umpire, a bat is thrown by a player intentionally and/or with malicious intent, not warning shall be issued and the player shall be ejected from the game. If an ejection is made it will count as an out and create a dead ball situation where no runners may advance. If the ejection results in a team having less than 10 players on the roster that team shall take an automatic out for that spot in the batting order for the remainder of the game.
3. Abusive language, excessive force or any other form of unsportsmanlike conduct by any coach, player or spectator will not be tolerated. Based on the intent or severity of the infraction, the Umpire may warn and/or eject the offender from the game, from the field area or the ballpark. Coaches ejected from a game shall serve a one game

suspension (the next game). A second ejection during the same season (including that season's End of Season Tournament) shall be cause for suspension for the duration of the season or tournament. The suspension penalty is immediate and not subject to appeal. A suspended coach may request a review of the incident or file a complaint via the infractions Committee process, but in no event is the suspension subject to appeal. Ejections of a player or spectator or conduct which warrants ejection from the ballpark will be reviewed by the OHYSA Board for possible additional sanctions.

4. There will be no protest committee - the Umpire's final decision will stand

COACHES - UMPIRES

1. Each team will be allowed a maximum of five (5) coaches. Two coaches may stand in foul territory, one on either side of the outfield. Please note that deaf interpreters do NOT count towards the maximum number of coaches. Interpreters are considered part of the field.
2. With the exception of the two defensive coaches located along the outfield foul lines, all defensive and offensive coaches must remain inside the dugout or along the outfield fences in foul territory during normal play. Under no circumstances may a defensive or offensive coach stand in foul territory on the infield unless time has been called, excluding the coach pitcher who has exited the field of play. The two offensive coaches at 1st and 3rd shall remain in the coaches boxes at each base. Each team will be given one warning after which the offending coach will be subject to immediate ejection from the game for repeated violations.
3. All coaching staff are required to wear or have a league provided badge with them when coaching games on field or in the dugout. Lack of badge will result in automatic ejection. No warnings will be issued.
4. A team will only be allowed one time out per each offensive and defensive half inning.
5. Only the Head Coach may discuss a call (rules question only) with the Umpire after he has called and received time out. Under no circumstances should more than one Head Coach from either team discuss a call with the Umpire at any given time. No coaches,

excluding the pitching coach, shall enter the field of play between batters. First offense is a warning, second offense shall result in ejection of the coach for the remainder of the game.

RUN RULES

1. If a team is leading an opponent by at least 10 runs after 4 or more complete innings have been played or after 3 ½ innings if the home team is ahead by at least 10 runs, the game shall be terminated and the team in the lead shall be declared the winner, regardless of the open inning rule.

10U BASEBALL LEAGUE RULES SUPPLEMENT

EQUIPMENT RULES

1. Only rubber soled shoes are to be worn by participants. Metal cleated shoes will not be allowed.
2. The bat shall be round in cross section for its entire length, straight from end to end for its entire length and smooth surfaced in the hitting area. The maximum diameter shall not exceed 2 ¾ inches and all bats larger than 2 ¼ inches must be labeled with either a BBCOR, 1.115BPF stamp, or bear a USABat Standard mark.
3. Catchers must wear a NOCSAE approved helmet and mask combination. The helmet must be worn when warming up the pitcher between innings and in the bullpen.

PLAYING RULES

1. MANDATORY TWO (2) INNING PLAY RULE: Each team member must play at least two (2) defensive innings of each game unless he is injured or being disciplined by the Head Coach. All subs must complete two (2) defensive innings by the end of the fourth (4th)

inning. If the team member did not receive two (2) defensive innings of playing time due to uncontrollable circumstances, although he/she entered the game by the start of the third (3rd) inning, then that team member will start the next game and play for at least two (2) consecutive defensive innings. In addition, each team member must play an infield position (pitcher, catcher, first base, second base, third base, or shortstop) at least one (1) inning of each game unless he is injured or being disciplined by the Head Coach, or the player or player's parents have requested that the player not play an infield position. If the team member did not play an infield position at least one (1) inning due to uncontrollable circumstances, then that team member will start the next game at an infield position. FAILURE OF A HEAD COACH TO COMPLY WITH THESE PLAYING REQUIREMENTS WILL RESULT IN A SUSPENSION OF THAT HEAD COACH FROM THE NEXT GAME. DURING THE END OF SEASON TOURNAMENT, FAILURE OF A HEAD COACH TO COMPLY WITH THESE PLAYING REQUIREMENTS WILL RESULT IN FORFEITURE OF THE GAME. The appeal by the opposing team must be made to the umpire prior to the beginning of the 3rd inning of play or the rule becomes null.

2. A team may start a game with fewer than nine (9) players; however, each vacant batting order position, in a lineup of less than nine (9) players, is an automatic out when the vacant batting position comes up. No substitute players may be picked up during the spring season.
3. There will be unlimited substitution. However, if a player has been removed as a pitcher, then that player cannot return to pitch during the remainder of the game. Other than the pitcher, a defensive player (either a starter or a substitute) cannot be removed until that defensive portion of the inning is completed, unless due to discipline, injury or illness.
4. All players are in the batting lineup. Players arriving late for a game may be inserted at the end of the batting order. If a player is removed from the game due to injury, illness, ejection or other reason, that player's spot in the lineup will be skipped. If the lineup is reduced to fewer than nine players, each vacant batting order position in a lineup of less than nine (9) players, is an automatic out when the vacant batting position comes up.

5. A batter must keep at least one foot in the batter's box between pitches with only 8 exceptions as listed in the OBR 5.04 (b) (4) (A). If the batter leaves the batter's box when none of these apply, delaying the game, the plate umpire shall charge a strike to the batter. The pitcher need not pitch and the ball remains live.
6. Runners may lead-off and steal bases, as in Official Baseball Rules.
7. The Head Coach may provide a courtesy runner (the last batted out) for the catcher with two (2) outs. That runner replaced on the base path must put on the catcher's gear quickly and without delay go out to catch the next half inning.
8. Balks will be called, but not enforced until the half way point of the season. The halfway point of the season will be determined by the Baseball Commissioner. When balks are not enforced: If the pitch is delivered, the play shall proceed as if the balk had not occurred (ball/strike, hit batter, ball in play, steal attempt, etc). If the pitch is not delivered, Time shall be called and the Umpire shall describe the infraction to the pitcher and Head Coach. Runners on base may not advance nor be put out.
9. Head-first slides while advancing to any base, including home plate, shall be illegal. The runner shall be called out regardless of the result of the play. This applies whether or not the defense is making a play on the runner. This rule does not apply when the runner is returning a base:
 - a. A player may dive back to the base during a pitcher's pick-off move.
 - b. A player may dive back to the base he just touched, as in when a runner rounds a base and the defense makes a play on him.If the runner has been forced to advance, then his will be a force out and no runs will score if it is the third out of the inning. This is for player safety purposes as most players simply do not know how to safely slide head-first while running full speed.
10. When a defensive fielder is in possession of the ball and waiting to make a tag at home plate, the runner shall be declared out when:
 - a. he or she does not slide into home plate, or;
 - b. he or she makes no attempt to maneuver around the fielder.

- c. If, in the judgement of the umpire, a runner attempting to score initiates contact with the catcher or other defensive player covering home plate, the umpire shall declare the runner out - regardless of whether the player covering home plate maintains possession of the ball. At the discretion of the umpire, the runner shall be given either a warning or be ejected from the game, based on the severity of the violation. If the runner slides into the plate in an appropriate manner, he or she will not be in violation of this rule.
11. The Home Team shall keep the Official Score. The Official Scorekeeper shall record the name of the teams, identify the home and visitor, field played, day and date played, game start time, the runs per inning and final score, the pitchers names and numbers, the specific innings each pitcher pitched in and the number of pitches each pitcher pitched on the official score sheet. Also recorded should be any warnings and/or ejections and the offender's name, number and capacity within the team. At the conclusion of the game, both Head Coaches and the Home Plate Umpire will review and approve the pitching record and score of the game. Failure to review and sign-off on the game record results in automatic approval of the record. Game results will be submitted to the league commissioner or his representative electronically, with copy to the visiting team coach.

LENGTH OF GAMES

1. Regulation games will be a maximum of six (6) innings, but no regulation inning (one through six) may be started after one (1) hour and fifty (50) minutes. Should the game be tied after six (6) innings and there is time remaining, an extra five (5) run inning may be played.
2. If after four (4) complete innings, or three and a half (3 ½) innings when the home team is ahead, the next inning cannot begin due to the one (1) hour and fifty (50) minute time limit, play will stop, the Umpire will declare a complete game and declare either a winner or tie game. In the event of a tie game, each team will receive a one-half (½) win and one-half (½) loss. This rule also applies when calling a game for any reason by rule

before the time limit expires and when the next inning cannot begin due to the School Night Curfew (no new inning begins after 9:00 PM).

3. No team can score more than five (5) runs in a regulation inning unless the Home Plate Umpire has declared an "open inning".
4. The "open inning" (10 run limit) will be the fourth (4th) inning. If the 4th inning is completed before time expires, another regular inning can be declared and started by the Home Plate Umpire.
5. An Official Game can end without an "open inning" ever being played.

PITCHING RULES

1. 10U Pitchers are limited to 75 maximum pitches per day per pitcher. If a pitcher pitches 20 pitches or fewer, they are eligible to pitch to next day; 21–35 pitches, they cannot pitch the next one (1) calendar day; 36-50 pitches, they cannot pitch the next two (2) calendar days; 51-65 pitches they cannot pitch the next three (3) calendar days; 66 pitches or more, they cannot pitch the next four (4) calendar days. A pitcher may finish pitching to a batter if they reach their count limit in the middle of an at-bat. Warm-up pitches do not count.
2. The Head Coach is responsible for knowing and following the pitching rules. The Home Plate Umpire is responsible only for enforcing the violations of those rules. Once a protest has been lodged by an opposing Head Coach involving an ineligible pitcher, the Home Plate Umpire must determine if the protest is appropriate and if so, shall require the Head Coach of the pitcher in question to confirm or produce evidence that the pitcher is or is not ineligible (pitching records of the previous game and all games that week must be carried by the Head Coach). If the pitcher is ineligible, the pitcher and the Head Coach will be ejected from the game and shall be suspended for the next game. If the Head Coach refuses to remove the pitcher or refuses to remove himself, the game shall be a forfeit. If it is undetermined, the game shall be played under protest. If it is subsequently determined that the pitcher was ineligible, the game shall be a forfeit and the Head Coach and pitcher shall be suspended for the next game after the rendered

decision. If the Head Coach is found to have violated this rule more than once in a season, including the End of Season Tournament, it will be grounds for removal.

WARNING, EJECTION, AND PROTEST RULES

1. There is a mandatory slide rule at Home Plate when the player covering Home Plate has the ball in his possession. The Umpire shall make the call as to whether the runner is safe or out (regardless of whether an attempt to slide was made by the runner); however, failure of the runner to attempt a slide may result in a warning or an ejection of that player from the remainder of the game, based on the severity of the violation. If the player is ejected due to the severity of the violation then he is automatically called out on the play.
2. A slash bunt (faking a bunt and then swinging the bat in an attempt to hit the ball) shall be illegal. The batter shall be called out. The ball is dead, and no runners may advance. At the discretion of the umpire, the runner and the Head Coach shall be ejected.
3. Abusive language, excessive force or any other form of unsportsmanlike conduct by any coach, player or spectator will not be tolerated. Based on the intent or severity of the infraction, the Umpire may warn and/or eject the offender from the game, from the field area or the ball park. Coaches ejected from a game shall serve a one game suspension (the next game). A second ejection during the same season (including that season's End of Season Tournament) shall be cause for suspension for the duration of the season or tournament. The suspension penalty is immediate and not subject to appeal. A suspended coach may request a review of the incident or file a complaint via the infractions Committee process, but in no event is the suspension subject to appeal. Ejections of a player or spectator or conduct which warrants ejection from the ball park will be reviewed by the OHYSA Board for possible additional sanctions.
4. Fake tags will not be permitted by a defensive player without the ball in his/her possession. For the first offense, the affected base runner will be awarded two additional bases and the player and Head Coach warned. For the second offense by the

same team in the same game, the affected base runner will be awarded two additional bases and the offending defensive player and Head Coach will be removed from the game.

5. There will be no protest committee - the Umpire's final decision will stand.

COACHES - UMPIRES

1. Each team will be allowed a maximum of four (4) coaches. Please note that deaf interpreters do NOT count towards the maximum number of coaches. Interpreters are considered part of the field.
2. All coaching staff are required to wear or have a league provided badge with them when coaching games on field or in the dugout. Lack of badge will result in automatic ejection. No warnings will be issued.
3. A team will only be allowed one time out per each offensive and defensive half inning.
4. Only the Head Coach may discuss a call (rule question only) with the Umpire after he has called and received time out. Under no circumstances should more than one Head Coach from either team discuss a call with the Umpire at any given time.

RUN RULES

1. If a team is leading an opponent by at least 10 runs after 4 or more complete innings have been played or after 3 ½ innings if the home team is ahead by at least 10 runs, the game shall be terminated and the team in the lead shall be declared the winner, regardless of the open inning rule.

12U BASEBALL LEAGUE RULES SUPPLEMENT

EQUIPMENT RULES

1. Only rubber soled shoes are to be worn by participants. Metal cleated shoes will not be allowed.
2. The bat shall be round in cross section for its entire length, straight from end to end for its entire length and smooth surfaced in the hitting area. The maximum diameter shall not exceed 2 $\frac{3}{4}$ inches and all bats larger than 2 $\frac{1}{4}$ inches must be labeled with either a BBCOR, 1.115BPF stamp, or bear a USABat Standard mark.

PLAYING RULES

1. **MANDATORY TWO (2) INNING PLAY RULE:** Each team member must play at least two (2) defensive innings of each game unless he/she is injured or being disciplined by the Head Coach. All subs must complete two (2) defensive innings by the end of the fifth (5th) inning. If the team member did not receive two (2) defensive innings of playing time due to uncontrollable circumstances, although he/she entered the game by the start of the fourth (4th) inning, then that team member will start the next game and play for at least two (2) consecutive defensive innings. **FAILURE OF A HEAD COACH TO COMPLY WITH THESE PLAYING REQUIREMENTS WILL RESULT IN A SUSPENSION OF THAT HEAD COACH FROM THE NEXT GAME. DURING THE END OF SEASON TOURNAMENT, FAILURE OF A HEAD COACH TO COMPLY WITH THESE PLAYING REQUIREMENTS WILL RESULT IN FORFEITURE OF THE GAME. The appeal by the opposing team must be made to the umpire prior to the beginning of the 3rd inning of play or the rule becomes null.**
2. A team may start a game with fewer than nine (9) players; however, each vacant batting order position in a lineup of less than nine (9) players, is an automatic out when the vacant batting position comes up. No substitute players may be picked up during the spring season.
3. There will be unlimited substitution. However, if a player has been removed as a pitcher, then that player cannot return to pitch during the remainder of the game. Other than the pitcher, a defensive player (either a starter or a substitute) cannot be

removed until that defensive portion of the inning is completed, unless due to discipline, injury or illness.

4. All players are in the batting lineup. Players arriving late for a game may be inserted at the end of the batting order. If a player is removed from the game due to injury, illness, ejection or other reason, that player's spot in the lineup will be skipped. If the lineup is reduced to fewer than nine players, each vacant batting order position in a lineup of less than nine (9) players, is an automatic out when the vacant batting position comes up.
5. A batter must keep at least one foot in the batter's box between pitches with only 8 exceptions as listed in the OBR 5.04 (b) (4) (A). If the batter leaves the batter's box when none of these apply, delaying the game, the plate umpire shall charge a strike to the batter. The pitcher need not pitch and the ball remains live.
6. The Head Coach may provide a courtesy runner (the last batted out) for the catcher with two (2) outs. That runner replaced on the base path must put on the catcher's gear quickly and without delay, go out and catch the next half inning.
7. Balks will be called and enforced.
8. Head-first slides while advancing to any base, including home plate, shall be illegal. The runner shall be called out regardless of the result of the play. This applies whether or not the defense is making a play on the runner. This rule does not apply when the runner is returning a base:
 - a. A player may dive back to the base during a pitcher's pick-off move.
 - b. A player may dive back to the base he just touched, as in when a runner rounds a base and the defense makes a play on him.
9. If the runner has been forced to advance, then his will be a force out and no runs will score if it is the third out of the inning. This is for player safety purposes as most players simply do not know how to safely slide head-first while running full speed.
10. When a defensive fielder is in possession of the ball and waiting to make a tag at home plate, the runner shall be declared out when:
 - a. he or she does not slide into home plate, or;
 - b. he or she makes no attempt to maneuver around the fielder.

If, in the judgement of the umpire, a runner attempting to score initiates contact with the catcher or other defensive player covering home plate, the umpire shall declare the runner out - regardless of whether the player covering home plate maintains possession of the ball. At the discretion of the umpire, the runner shall be given either a warning or be ejected from the game, based on the severity of the violation. If the runner slides into the plate in an appropriate manner, he or she will not be in violation of this rule.

11. The Home Team shall keep the Official Score. The Official Scorekeeper shall record the name of the teams, identify the home and visitor, field played, day and date played, game start time, the runs per inning and final score, the pitchers names and numbers, the specific innings each pitcher pitched in and the number of pitches each pitcher pitched on the official score sheet. Also recorded should be any warnings and/or ejections and the offender's name, number and capacity within the team. At the conclusion of the game, both Head Coaches and the Home Plate Umpire will review and approve the pitching record and score of the game. Failure to review and sign-off on the game record results in automatic approval of the record. Game results will be submitted to the league commissioner or his representative electronically, with copy to the visiting team coach.

LENGTH OF GAMES

1. Regulation games will be a maximum of seven (7) innings, but no regulation inning (one through seven) may be started after two (2) hours. Should the game be tied after 7 innings and there is time remaining, an extra three (3) run inning may be played.
2. If after five (5) complete innings, or four and a half (4 ½) innings when the home team is ahead, the next inning cannot begin due to the two (2) hour time limit, play will stop, the Umpire will declare a complete game and declare either a winner or tie game. In the event of a tie game, each team will receive a one-half (½) win and one-half (½) loss. This rule also applies when calling a game for any reason by rule before the time limit

expires and when the next inning cannot begin due to the School Night Curfew (no new inning begins after 9:00 PM).

3. There is no run limit per inning or open inning.

PITCHING RULES

1. 12U Pitchers are limited to 85 maximum pitches per day per pitcher. If a pitcher pitches 20 pitches or fewer, they are eligible to pitch to next day; 21–35 pitches, they cannot pitch the next one (1) calendar day; 36-50 pitches, they cannot pitch the next two (2) calendar days; 51-65 pitches they cannot pitch the next three (3) calendar days; 66 pitches or more, they cannot pitch the next four (4) calendar days. A pitcher may finish pitching to a batter if they reach their count limit in the middle of an at-bat. Warm-up pitches do not count.
2. The Head Coach is responsible for knowing and following the pitching rules. The Home Plate Umpire is responsible only for enforcing the violations of those rules. Once a protest has been lodged by an opposing Head Coach involving an ineligible pitcher, the Home Plate Umpire must determine if the protest is appropriate and if so shall require the Head Coach of the pitcher in question to confirm or produce evidence that the pitcher is or is not ineligible (pitching records of the previous game and all games that week must be carried by the Head Coach). If the pitcher is ineligible, the pitcher and the Head Coach will be ejected from the game and shall be suspended for the next game. If the Head Coach refuses to remove the pitcher or refuses to remove himself, the game shall be a forfeit. If it is undetermined, the game shall be played under protest. If it is subsequently determined that the pitcher was ineligible, the game shall be a forfeit and the Head Coach and pitcher shall be suspended for the next game after the rendered decision. If the Head Coach is found to have violated this rule more than once in a season, including the End of Season Tournament, it will be grounds for removal.

WARNING, EJECTION and PROTEST RULES

1. There is a mandatory slide rule at Home Plate when the player covering Home Plate has the ball in his possession. The Umpire shall make the call as to whether the runner is safe or out (regardless of whether an attempt to slide was made by the runner), however, failure of the runner to attempt a slide may result in a warning or an ejection of that player from the remainder of the game, based on the severity of the violation. If the player is ejected due to the severity of the violation then he is automatically called out on the play.
2. Suicide squeeze plays and outright stealing of home without a pause or break before the ball crosses home plate shall be illegal. The runner shall be called out, and the runner and Head Coach shall be ejected; it will be a dead ball and the runners may not advance. A safety squeeze or delayed steal is a legal play, however the runner at 3rd may not advance more than half-way between the base and home plate prior to the ball crossing the plate.
3. A slash bunt (faking a bunt and then swinging the bat in an attempt to hit the ball) shall be illegal. The batter shall be called out. The ball is dead, and no runners may advance. At the discretion of the umpire, the runner and the Head Coach shall be ejected.
4. Abusive language, excessive force or any other form of unsportsmanlike conduct by any coach, player or spectator will not be tolerated. Based on the intent or severity of the infraction, the Umpire may warn and/or eject the offender from the game, from the field area or the ballpark. Coaches ejected from a game shall serve a one game suspension (the next game). A second ejection during the same season (including that season's End of Season Tournament) shall be cause for suspension for the duration of the season or tournament. The suspension penalty is immediate and not subject to appeal. A suspended coach may request a review of the incident or file a complaint via the infractions Committee process, but in no event is the suspension subject to appeal. Ejections of a player or spectator or conduct which warrants ejection from the ballpark will be reviewed by the OHYSA Board for possible additional sanctions.

5. Fake tags will not be permitted by a defensive player without the ball in his/her possession. For the first offense, the affected base runner will be awarded two additional bases and the player and Head Coach warned. For the second offense by the same team in the same game, the affected base runner will be awarded two additional bases and the offending defensive player and Head Coach will be removed from the game.
6. There will be no protest committee - the Umpire's final decision will stand.

COACHES - UMPIRES

1. Each team will be allowed a maximum of three (3) coaches.
2. All coaching staff are required to wear or have a league provided badge with them when coaching games on field or in the dugout. Lack of badge will result in automatic ejection. No warnings will be issued.
3. A coach is allowed only one offensive timeout per half inning.
4. Only the Head Coach may discuss a call (rule question only) with the Umpire after he has called and received time out. Under no circumstances should more than one Head Coach from either team discuss a call with the Umpire at any given time.

RUN RULES

1. 20 - If a team is leading an opponent by at least 20 runs after 3 complete innings have been played the game shall be terminated and the team in the lead shall be declared the winner.
2. 15 - If a team is leading an opponent by at least 15 runs after 4 complete innings have been played the game shall be terminated and the team in the lead shall be declared the winner.
3. 10 - If a team is leading an opponent by at least 10 runs after 5 or more complete innings have been played or after 4 ½ innings if the home team is ahead by at least 10 runs, the game shall be terminated and the team in the lead shall be declared the winner.

14U BASEBALL LEAGUE RULES SUPPLEMENT

If Oak Hill Youth Sports Association 14U teams participate in an interlocking schedule with other youth sports organizations, a rules supplement jointly adopted by the participating organizations may apply instead of this supplement.

EQUIPMENT RULES

1. Metal cleated shoes are allowed.
2. The bat shall be round in cross section for its entire length, straight from end to end for its entire length and smooth surfaced in the hitting area. The maximum diameter shall not exceed 2 $\frac{3}{4}$ inches and all bats larger than 2 $\frac{1}{4}$ inches must be labeled with either a BBCOR, 1.115BPF stamp, or bear a USABat Standard mark.

PLAYING RULES

1. **MANDATORY TWO (2) INNING PLAY RULE:** Each team member must play at least two (2) defensive innings of each game unless he is injured or being disciplined by the Head Coach. All subs must complete two (2) defensive innings by the end of the sixth (6th) inning. If the team member did not receive two (2) defensive innings of playing time due to uncontrollable circumstances, although he entered the game by the start of the fifth (5th) inning, then that team member will start the next game and play for at least two (2) consecutive defensive innings. **FAILURE OF A HEAD COACH TO ENTER SUBS BY THE START OF THE FIFTH (5TH) INNING OR NOT ALLOW A TEAM MEMBER TWO (2) DEFENSIVE INNINGS OF PLAYING TIME, WILL RESULT IN A SUSPENSION OF THAT HEAD COACH FROM THE NEXT GAME. The appeal by the opposing team must be made to the umpire prior to the beginning of the 3rd inning of play or the rule becomes null.**
2. A team may start a game with fewer than nine (9) players; however, each vacant batting order position in a lineup of less than nine (9) players, is an automatic out when the

vacant batting position comes up. No substitute players may be picked up during the spring season.

3. There will be unlimited substitution. However, if a player has been removed as a pitcher, then that player cannot return to pitch during the remainder of the game. Other than the pitcher, a defensive player (either a starter or a substitute) cannot be removed until that defensive portion of the inning is completed, unless due to discipline, injury or illness.
4. All players are in the batting lineup. Players arriving late for a game may be inserted at the end of the batting order. If a player is removed from the game due to injury, illness, ejection or other reason, that player's spot in the lineup will be skipped. If the lineup is reduced to fewer than nine players, each vacant batting order position in a lineup of less than nine (9) players, is an automatic out when the vacant batting position comes up.
5. A batter must keep at least one foot in the batter's box between pitches with only 8 exceptions as listed in the OBR 5.04 (b) (4) (A). If the batter leaves the batter's box when none of these apply, delaying the game, the plate umpire shall charge a strike to the batter. The pitcher need not pitch and the ball remains live.
6. The Head Coach may provide a courtesy runner (the last batted out) for the catcher with two (2) outs. That runner replaced on the base path must quickly put on the catcher's gear and without delay go out and catch the next half inning.
7. Balks will be called and enforced.
8. Head-first slides while advancing to any base, including home plate, shall be illegal. The runner shall be called out regardless of the result of the play. This applies whether or not the defense is making a play on the runner. This rule does not apply when the runner is returning a base:
 - a. A player may dive back to the base during a pitcher's pick-off move.
 - b. A player may dive back to the base he just touched, as in when a runner rounds a base and the defense makes a play on him.

If the runner has been forced to advance, then he will be a force out and no runs will score if it is the third out of the inning. This is for player safety purposes as most players simply do not know how to safely slide head-first while running full speed.

9. When a defensive fielder is in possession of the ball and waiting to make a tag at home plate, the runner shall be declared out when:
 - a. he or she does not slide into home plate, or;
 - b. he or she makes no attempt to maneuver around the fielder.
10. If, in the judgement of the umpire, a runner attempting to score initiates contact with the catcher or other defensive player covering home plate, the umpire shall declare the runner out - regardless of whether the player covering home plate maintains possession of the ball. At the discretion of the umpire, the runner shall be given either a warning or be ejected from the game, based on the severity of the violation. If the runner slides into the plate in an appropriate manner, he or she will not be in violation of this rule.
11. The Home Team shall keep the Official Score. The Official Scorekeeper shall record the name of the teams, identify the home and visitor, field played, day and date played, game start time, the runs per inning and final score, the pitchers names and numbers, the specific innings each pitcher pitched in and the number of pitches each pitcher pitched on the official score sheet. Also recorded should be any warnings and/or ejections and the offender's name, number and capacity within the team. At the conclusion of the game, both Head Coaches and the Home Plate Umpire will review and approve the pitching record and score of the game. Failure to review and sign-off on the game record results in automatic approval of the record. Game results will be submitted to the league commissioner or his representative electronically, with copy to the visiting team coach.

LENGTH OF GAMES

1. Regulation games will be a maximum of seven (7) innings, but no regulation inning (one through seven) may be started after two (2) hours. Should the game be tied after 7 innings and there is time remaining, an extra three (3) run inning may be played.

2. If after five (5) complete innings, or four and a half (4 ½) innings when the home team is ahead, the next inning cannot begin due to the two (2) hour time limit, play will stop, the Umpire will declare a complete game and declare either a winner or tie game. In the event of a tie game, each team will receive a one-half (½) win and one-half (½) loss. This rule also applies when calling a game for any reason before the time limit has expired.
3. There is no run limit per inning or open inning.

PITCHING RULES

1. 14U Pitchers are limited to 95 maximum pitches per day per pitcher. If a pitcher pitches 20 pitches or fewer, they are eligible to pitch to next day; 21–35 pitches, they cannot pitch the next one (1) calendar day; 36-50 pitches, they cannot pitch the next two (2) calendar days; 51-65 pitches they cannot pitch the next three (3) calendar days; 66 pitches or more, they cannot pitch the next four (4) calendar days. A pitcher may finish pitching to a batter if they reach their count limit in the middle of an at-bat. Warm-up pitches do not count.
2. The Head Coach is responsible for knowing and following the pitching rules. The Home Plate Umpire is responsible only for enforcing the violations of those rules. Once a protest has been lodged by an opposing Head Coach involving an ineligible pitcher, the Home Plate Umpire must determine if the protest is appropriate and if so shall require the Head Coach of the pitcher in question to confirm or produce evidence that the pitcher is or is not ineligible (pitching records of the previous game and all games that week must be carried by the Head Coach). If the pitcher is ineligible, the pitcher and the Head Coach will be ejected from the game and shall be suspended for the next game. If the Head Coach refuses to remove the pitcher or refuses to remove himself, the game shall be a forfeit. If it is undetermined, the game shall be played under protest. If it is subsequently determined that the pitcher was ineligible, the game shall be a forfeit and the Head Coach and pitcher shall be suspended for the next game after the rendered

decision. If the Head Coach is found to have violated this rule more than once in a season, including End of Season Tournament, it will be grounds for removal.

WARNING, EJECTION, AND PROTEST RULES

1. There is a mandatory slide rule at Home Plate when the player covering Home Plate has the ball in his possession. The Umpire shall make the call as to whether the runner is safe or out (regardless of whether an attempt to slide was made by the runner); however, failure of the runner to attempt a slide may result in a warning or an ejection of that player from the remainder of the game, based on the severity of the violation. If the player is ejected due to the severity of the violation then he is automatically called out on the play.
2. Suicide squeeze plays and outright stealing of home without a pause or break before the ball crosses home plate shall be illegal. The runner shall be called out, and the runner and Head Coach shall be ejected; it will be a dead ball and the runners may not advance. A safety squeeze or delayed steal is a legal play, however the runner at 3rd may not advance more than half-way between the base and home plate prior to the ball crossing the plate.
3. A slash bunt (faking a bunt and then swinging the bat in an attempt to hit the ball) shall be illegal. The batter shall be called out. The ball is dead, and no runners may advance. At the discretion of the umpire, the runner and the Head Coach shall be ejected.
4. Abusive language, excessive force or any other form of unsportsmanlike conduct by any coach, player or spectator will not be tolerated. Based on the intent or severity of the infraction, the Umpire may warn and/or eject the offender from the game, from the field area or the ballpark. Coaches ejected from a game shall serve a one game suspension (the next game). A second ejection during the same season (including that season's End of Season Tournament) shall be cause for suspension for the duration of the season or tournament. The suspension penalty is immediate and not subject to appeal. A suspended coach may request a review of the incident or file a complaint via the infractions Committee process, but in no event is the suspension subject to appeal.

Ejections of a player or spectator or conduct which warrants ejection from the ball park will be reviewed by the OHYSA Board for possible additional sanctions.

5. Fake tags will not be permitted by a defensive player without the ball in his/her possession. For the first offense, the affected base runner will be awarded two additional bases and the player and Head Coach warned. For the second offense by the same team in the same game, the affected base runner will be awarded two additional bases and the offending defensive player and Head Coach will be removed from the game.
6. There will be no protest committee - the Umpire's final decision will stand.

COACHES - UMPIRES

1. Each team will be allowed a maximum of three (3) coaches. Please note that deaf interpreters do NOT count towards the maximum number of coaches. Interpreters are considered part of the field.
2. All coaching staff are required to wear or have a league provided badge with them when coaching games on field or in the dugout. Lack of badge will result in automatic ejection. No warnings will be issued.
3. An offensive coach will be allowed only one (1) timeout per half inning.
4. Only the Head Coach may discuss a call (rule question only) with the Umpire after he has called and received time out. Under no circumstances should more than one Head Coach from either team discuss a call with the Umpire at any given time.

RUN RULES

1. 20 - If a team is leading an opponent by at least 20 runs after 3 complete innings have been played the game shall be terminated and the team in the lead shall be declared the winner
2. 15 - If a team is leading an opponent by at least 15 runs after 4 complete innings have been played the game shall be terminated and the team in the lead shall be declared the winner.

3. 10 - If a team is leading an opponent by at least 10 runs after 5 or more complete innings have been played or after 4 ½ innings if the home team is ahead by at least 10 runs, the game shall be terminated and the team in the lead shall be declared the winner.

SPRING BASEBALL TOURNAMENT RULES SUPPLEMENT

All Oak Hill Regular Season Rules shall be observed with the following exceptions which shall either override or add to those rules. This supplement is for the Spring Baseball End of Season Tournament at Oak Hill Youth Sports Association only.

GENERAL RULES

1. There will be a coin flip to determine the home team, unless otherwise specified by the Commissioner. For the championship game the team in the winners bracket will automatically be home. In the event of an IF game, the home team will be determined by a coin toss.
2. In 6U, defensive coaches may not be in the outfield but may be in foul territory on both sides, 20 feet away from offensive base coaches.

LENGTH OF GAMES

1. Once play has begun in a tournament game, the game shall be played to regulation length or time limit. The length or time limit of games shall be determined by the regular season rules for that particular league. If there is a tie at the end of regulation time or innings, the game shall continue until there is a winner (that leagues Commissioner may determine how the game should be continued). The exception would be the Championship Game which will be played to regulation length (number of

innings), 6U, 8U and 10U 6 innings, 12U, and 14U 7 innings until there is a winner. For any tournament game that is called before the time limit or regulation number of innings but meets the requirements for an official/complete game, the game is final. Games stopped for any other reason shall be continued as suspended games at the next possible scheduled time, as determined by that League's Commissioner.

TOURNAMENT PITCHING RULES

1. End of Season Tournament pitching will follow regular season pitching rules.
2. Names and numbers of all pitchers actually appearing in the game, along with the number of pitches they pitched/number of innings in which they pitched, shall be recorded on the Official Score Sheet for each game maintained by the home team. This record shall be signed by the Head Coach of both teams and the Home Plate Umpire.
3. Balks will be called and enforced in all leagues.

RUN RULES

1. 10 – For 8U or 10U: if team is leading an opponent by at least 10 runs after 4 or more complete innings have been played or after 3 ½ innings or if the home team is ahead by at least 10 runs, the game shall be terminated and the team in the lead shall be declared the winner regardless of the open inning rule.
2. 10 - For 12U and 14U: if team is leading an opponent by at least 10 runs after five (5) or more complete innings have been played or if after 4 ½ innings if the home team is ahead by at least 10 runs, the game shall be terminated and the team in the lead shall be declared the winner
3. 15 - For 12U and 14U: if a team is leading an opponent by at least 15 runs after 4 complete innings have been played the game shall be terminated and the team in the lead shall be declared the winner.
4. 20 - For 12U and 14U Leagues: if a team is leading an opponent by at least 20 runs after 3 complete innings have been played the game shall be terminated and the team in the lead shall be declared the winner.

FALL BASEBALL RULES SUPPLEMENT

All Oak Hill Regular Spring Season Rules shall be observed with the following exceptions which shall either override or add to those rules. This supplement is for fall baseball league play at Oak Hill Youth Sports Association only. 14U League may play an interlocking schedule, in which the Commissioner may provide a separate rule supplement.

GENERAL RULES

1. **PLAYER ELIGIBILITY:** Any candidate that has met the following requirements before the date of the league draft shall be considered eligible for participation in the draft and regular season play:
 - a. Candidate must be registered.
 - b. Registration fee must be paid or hardship waiver approved.
 - c. Candidate must have attended a tryout session. The 6U League will not conduct a tryout session.
2. A Head Coach must exercise a "priority" draft selection of his/her children, the children of one (1) Priority Assistant Coach, and the brothers/sisters of a player already a member of the team. A Head Coach is not required to select a Priority Assistant Coach; however, if one is selected then it must be declared at the league draft. "Priority" draft selections shall be in the following draft rounds:

First Player	Round Two
Second Player	Round Three
Third Player	Round Five
Each Succeeding Player	Each Succeeding Round.

3. A "priority" draft selection of the Head Coach's children or the children of the Priority Assistant, shall begin in Round Two (2), whereas the selection of brother/sister type priorities shall begin in Round Five (5).

TEAM PRACTICE

1. Each team will be allowed three (3) team meetings prior to the start of the Fall Baseball Season. Once the season begins, teams will be restricted to two (2) team meetings, including games, per week. The only permitted exception to this rule shall be to allow teams two calendar weeks to make up a postponed game. In the week that the postponed game is played, teams shall be allowed three (3) team meetings, to include the makeup game. An additional practice in lieu of the make up game shall not be permitted. Head Coaches shall be responsible for scheduling make up games and notifying the Umpire-In-Chief. Optional Saturday clinics sponsored by the Oak Hill Youth Sports Association shall be allowed in addition to the above restrictions. There will be no penalizing of players for not attending these additional team meetings.

GAME DUTIES

1. Both teams will be responsible for pre-game field preparation and post- game clean-up. This may include watering, raking, lining, installing bases, hooking up and unhooking the score box, tarping pitching mound or circles and home plate area, turning off the lights, placing equipment back into the storage shed, and picking up trash.

SCORE KEEPING

1. The Home Team will provide an Official Scorekeeper to maintain the Official Scorebook. The Commissioner will determine if the Scoreboard is used, if so, the Visiting Team should operate the Scoreboard. The Official Scorekeeper shall record the name of the teams, identify the home and visitor, field played, day and date played, game start time, the runs per inning, final score, the official pitcher's name and number, the specific innings each pitcher pitched in and the total number of innings each pitcher had on the official score sheet. Also recorded should be any warnings and/or ejections and the offender's name, number and capacity within the team. At the conclusion of the game, both Head Coaches and the Home Plate Umpire will review and approve the pitching

record and the score of the game. Failure to review and sign off on the game record will result in automatic approval of the record. Game results will be submitted to the league commissioner or his representative electronically, with copy to the visiting team coach.

PLAYING RULES

1. There is a mandatory slide rule at Home Plate when the player covering Home Plate has the ball in his possession. The Umpire shall make the call as to whether the runner is safe or out (regardless of whether an attempt to slide was made by the runner); however, failure of the runner to attempt a slide may result in a warning or an ejection of that player from the remainder of the game, based on the severity of the violation. If the player is ejected due to the severity of the violation then he/she is automatically called out on the play.
2. A team may start a game with fewer than ten (10) players in the 6U and 8U Leagues and fewer than nine (9) players in the 10U, 12U and 14U Leagues; however, each vacant batting order position in a line-up of less than the above numbers will be an automatic out when that vacant batting position comes to bat.
3. One (1) substitute player from another team may be obtained if the starting line-up falls below the above numbers, subject to the following exceptions:
 - a. The player must be registered in the appropriate league for the current Oak Hill Fall Baseball Season.
 - b. The substitute player shall not pitch.
 - c. The substitute player must play in the outfield.
 - d. The substitute player must bat at the end of the batting order.
4. All players are in the batting lineup, even though they may not have entered the game defensively; players arriving late for a game may be inserted at the end of the batting order. Except for 6U and 8U: batter must keep at least one (1) foot in the batter's box between pitches.

5. In 10U runners must remain in contact with the base until pitch crosses the plate (closed bases). Penalty: If the runner leaves early a "team" warning will be issued. The second occurrence will result in the runner being called out by rule and does not have to be tagged out. A batter will not be allowed to advance to first on a dropped 3rd strike. If strike 3 is called even if the catcher drops the ball the batter is out.

LENGTH OF GAMES

1. Regulation games will be determined in each league as follows:
 - a. 6U LEAGUE: Maximum four (4) innings. The game will have a kill time of one (1) hour and five (5) minutes.
 - b. 8U LEAGUE: Maximum six (6) innings. A new inning will not begin after one hour and 5 minutes (1:05) and the game will have a kill time of one hour and fifteen minutes (1:15).
 - c. 10U LEAGUE: Maximum six (6) innings. A new inning will not begin after one hour and thirty minutes (1:30) and the game will have a kill time of one hour and forty-five minutes (1:45).
 - d. 12U LEAGUE: Maximum seven (7) innings. The game will have a kill time of one hour and forty-five minutes (1:45).
 - e. 14U & 18U LEAGUE: Maximum seven (7) innings. The game will have a kill time of two hours (2:00).
2. There will be a no inning may begin after 9:00 pm curfew for 6U, 8U, 10U and 12U Fall Games played on School Nights.
3. If after four (4) complete innings in 8U and 10U, or three and a half (3 ½) innings when the home team is ahead, the next inning cannot begin due to the appropriate time limit, play will stop, the Umpire will declare a complete game and declare either a winner or a tie.
4. If after five (5) complete innings in 12U and 14U, or four and a half (4 ½) innings when the home team is ahead, the next inning cannot begin due to the appropriate time limit,

play will stop, the Umpire will declare a complete game and declare either a winner or a tie.

5. No team can score more than five (5) runs in a regulation inning in the 6U and 8U Leagues and no more than three (3) runs in a regulation inning in the 10U, 12U and 14U Leagues.
6. All complete games ending in a tie will remain a tie.
7. There will be no open innings during fall league play.

PITCHING RULES

1. The number of innings an individual pitcher can pitch in a regulation game is three (3).
2. 10U and 12U: Each pitcher can only appear in one (1) inning for the first four (4) innings of a regulation game (i.e., Pitcher #1 in the first inning, Pitcher #2 in the second inning, Pitcher #3 in the third inning, and Pitcher #4 in the fourth inning). 14U: Each pitcher can appear in two (2) consecutive innings for the first six (6) innings of a regulation game.
3. If a pitcher throws one (1) pitch during a regulation inning, then that pitcher is considered to have pitched the complete inning (i.e., For 10U or 12U, if Pitcher #2 relieves Pitcher #1 in the first inning, then both pitchers will have pitched in the first inning, and Pitcher #3 must start in the second inning, Pitcher #4 must start in the third inning, and Pitcher #5 must start in the fourth inning).
4. 10U and 12U: After the fourth (4th) inning has been completed, any pitcher(s) after having pitched in one of the first four (4) innings may return to pitch in the 5th, 6th or 7th innings up to the three (3) inning limit for each game. Any pitcher removed after the 4th inning is ineligible to return to pitch in that game. 14U: After the sixth (6th) inning has been completed, any pitcher(s) after having pitched in one/two of the first six (6th) innings may return to pitch in the 7th inning.
5. In following all the above fall ball rules, the pitcher must still comply with the pitch count rules set out in the regular Spring season league rules.

6. Balks will be called, but will not advance runners in the 10U League. Balks will advance runners in all other leagues. The Umpire should point out to the pitcher and coach why the balk was called.
7. The Head Coach is responsible for knowing and following the pitching rules. The Home Plate Umpire is responsible only for enforcing the violations of those rules. Once a protest has been lodged by an opposing Head Coach involving an ineligible pitcher, the Home Plate Umpire must determine if the protest is appropriate and if so shall require the Head Coach of the pitcher in question to confirm or produce evidence that the pitcher is or is not ineligible (pitching records of the previous game and all games that week must be carried by the Head Coach). If the pitcher is ineligible, the pitcher and the Head Coach will be ejected from the game and shall be suspended for the next game. If the Head Coach refuses to remove the pitcher or refuses to remove himself, the game shall be a forfeit. If it is undetermined, the game shall be played under protest. If it is subsequently determined that the pitcher was ineligible, the game shall be a forfeit and the Head Coach and pitcher shall be suspended for the next game after the rendered decision. If the Head Coach is found to have violated this rule more than once in a season, including End of Season Tournament, it will be grounds for removal.

WARNING, EJECTION AND PROTEST RULES

1. Except for 6U, there is a mandatory slide rule at Home Plate when the player covering Home Plate has the ball in his possession. The Umpire shall make the call as to whether the runner is safe or out (regardless of whether an attempt to slide was made by the runner); however, failure of the runner to attempt a slide may result in a warning or an ejection of that player from the remainder of the game, based on the severity of the violation. If the player is ejected due to the severity of the violation, then he is automatically called out on the play.
2. Suicide squeeze plays and outright stealing of home without a pause or break before the ball crosses home plate shall be illegal. The runner shall be called out, and the runner

and Head Coach shall be ejected; it will be a dead ball and the runners may not advance. A safety squeeze or delayed steal is a legal play, however the runner at 3rd may not advance more than half-way between the base and home plate prior to the ball crossing the plate.

3. A slash bunt (faking a bunt and then swinging the bat in an attempt to hit the ball) shall be illegal. The batter shall be called out. The ball is dead, and no runners may advance. At the discretion of the umpire, the runner and the Head Coach shall be ejected.
4. Abusive language, excessive force or any other form of unsportsmanlike conduct by any coach, player or spectator will not be tolerated. Based on the intent or severity of the infraction, the Umpire may warn and/or eject the offender from the game, from the field area or the ball park. Coaches ejected from a game shall serve a one game suspension (the next game). A second ejection during the same season (including that season's End of Season Tournament) shall be cause for suspension for the duration of the season or tournament. The suspension penalty is immediate and not subject to appeal. A suspended coach may request a review of the incident or file a complaint via the infractions Committee process, but in no event is the suspension subject to appeal. Ejections of a player or spectator or conduct which warrants ejection from the ball park will be reviewed by the OHYSA Board for possible additional sanctions.
5. Fake tags will not be permitted by a defensive player without the ball in his possession. For the first offense, the affected base runner will be awarded two additional bases and the player and Head Coach warned. For the second offense by the same team in the same game, the affected base runner will be awarded two additional bases and the offending defensive player and Head Coach will be removed from the game.
6. Head-first slides while advancing to any base, including home plate, shall be illegal. The runner shall be called out regardless of the result of the play. This applies whether or not the defense is making a play on the runner. This rule does not apply when the runner is returning a base:
 - a. A player may dive back to the base during a pitcher's pick-off move.

- b. A player may dive back to the base he just touched, as in when a runner rounds a base and the defense makes a play on him.
- c. If the runner has been forced to advance, then his will be a force out and no runs will score if it is the third out of the inning. This is for player safety purposes as most players simply do not know how to safely slide head-first while running full speed.

COACHES - UMPIRES

1. The maximum number of coaches for each team will be five (5) in the 6U and 8U Leagues, and four (4) in the 10U, 12U, and 14U Leagues. 6U League may have up to two (2) coaches in the outfield, and 8U may have up to two (2) coaches in the outfield foul territory. Please note that deaf interpreters do NOT count towards the maximum number of coaches. Interpreters are considered part of the field
2. All coaching staff are required to wear or have a league provided badge with them when coaching games on field or in the dugout. Lack of badge will result in automatic ejection. No warnings will be issued.
3. An offensive and defensive coach will be allowed only one (1) time out per half inning.
4. There will be no protest committee - the Umpire's final decision will stand.

RUN RULE

1. There will be no 10 Run Rule in fall league play.

FALL BASEBALL TOURNAMENT RULES SUPPLEMENT

All Oak Hill Regular Fall Season Supplemental Rules shall be observed with the following exceptions which shall either override or add to those rules. This supplement is for the Fall Baseball Tournament at Oak Hill Youth Sports Association only.

GENERAL RULES

1. There will be a coin flip to determine the home team, unless otherwise specified by the Commissioner. For the championship game the team in the winners bracket will automatically be home. In the event of an IF game, the home team will be determined by a coin toss
2. There will be no substitutions for the Fall End of Season Tournament.

LENGTH OF GAMES

1. Once play has begun in a tournament game, the game shall be played to maximum regulation length or time limit for that particular league. If there is a tie at the end of regulation time or innings, the game shall continue until there is a winner (that league's Commissioner may determine how the game should be continued). The exception would be the Championship Game which will be played to regulation length (number of innings), subject to the run rule. For any tournament game that is called before the time limit or regulation number of innings, but meets the requirements for an official/complete game, the game is final. Games stopped for any other reason shall be continued as suspended games at the next possible scheduled time, as determined by that League's Commissioner.
2. There will be a no inning may begin after 9:00 pm curfew for 6U, 8U, 10U and 12U Fall End of Season Games played on School Nights. Based on the situation, the league Commission may suspend this rule.

PITCHING RULES

1. End of Season Tournament pitching will follow regular season pitching rules.
2. Names and numbers of all pitchers actually appearing in the game, along with the number of innings in which they pitched, shall be recorded on the Official Score Sheet for each game maintained by the home team. This record shall be signed by the Head Coach of both teams and the Home Plate Umpire.

3. The Head Coach is responsible for knowing and following the pitching rules. The Home Plate Umpire is responsible only for enforcing the violations of those rules. Once a protest has been lodged by an opposing Head Coach involving an ineligible pitcher, the Home Plate Umpire must determine if the protest is appropriate and if so shall require the Head Coach of the pitcher in questions to confirm or produce evidence that the pitcher is or is not ineligible (pitching records of the previous game and all games that week must be carried by the Head Coach). If the pitcher is ineligible, the pitcher and the Head Coach will be ejected from the game and shall be suspended for the next game. If the Head Coach refuses to remove the pitcher or refuses to remove himself, the game shall be a forfeit. If it is undetermined, the game shall be played under protest. If it is subsequently determined that the pitcher was ineligible, the game shall be a forfeit and the Head Coach and pitcher shall be suspended for the next game after the rendered decision. If the Head Coach is found to have violated this rule more than once in a season, including the Regular Fall Season, it will be grounds for removal.
4. Except for 10U, balks will be called and enforced.

RUN RULES

1. 10 – For 8U or 10U: if team is leading an opponent by at least 10 runs after 4 or more complete innings have been played or after 3 ½ innings or if the home team is ahead by at least 10 runs, the game shall be terminated and the team in the lead shall be declared the winner.
2. 10 - For 12U, 14U & 18U: if team is leading an opponent by at least 10 runs after five (5) or more complete innings have been played or if after 4 ½ innings if the home team is ahead by at least 10 runs, the game shall be terminated and the team in the lead shall be declared the winner

3. 15 - For 12U, 14U & 18U Leagues: if a team is leading an opponent by at least 15 runs after 4 complete innings have been played the game shall be terminated and the team in the lead shall be declared the winner.
4. 20 - For 12U, 14U & 18U Leagues: if a team is leading an opponent by at least 20 runs after 3 complete innings have been played the game shall be terminated and the team in the lead shall be declared the winner.

SOFTBALL LEAGUE RULES SUPPLEMENT

THE USE OF TOBACCO IS PROHIBITED ON THE FIELD OF PLAY AND IN THE DUGOUTS. PROFANE LANGUAGE WILL NOT BE TOLERATED AND THE CONSUMPTION OF ALCOHOLIC BEVERAGES IS NOT PERMITTED ANYWHERE ON THE OAK HILL YOUTH SPORTS ASSOCIATION FACILITY. ANY OAK HILL OFFICIAL, INCLUDING UMPIRES, SHALL WARN THE OFFENDER TO CEASE THE ACTIVITY AND THAT ANY FURTHER VIOLATION OF THIS POLICY WILL RESULT IN AN EJECTION FROM THE GAME, THE FIELD AND/OR THE PARK AS THE SITUATION WARRANTS.

THE RULES SHOULD BE STRICTLY ADHERED TO BY ALL OAK HILL YOUTH SPORTS ASSOCIATION COACHING STAFFS. UNAUTHORIZED TEAM MEETINGS, NON-COMPLIANCE OF FIELD PREPARATION AND CONTINUED NEGLECT OF EQUIPMENT WILL BE TAKEN UNDER CONSIDERATION BY THE SOFTBALL COMMITTEE WHEN DECIDING UPON FUTURE COACHING POSITIONS.

6U SOFTBALL LEAGUE RULES SUPPLEMENT

All Official Amateur Softball Association (“ASA”) Rules, 14U Softball Rules and 14U Softball Tournament Rules shall be observed with the following exceptions which shall either override or add to those rules. This supplement is for league play at Oak Hill Youth Sports Association only.

1. EQUIPMENT RULES

- a. Only rubber soled shoes are to be worn by participants. Metal cleated shoes will not be allowed.
- b. Helmet with attached face mask is required.

- c. All players fielding the defensive position of pitcher shall be required to wear an NOCSAE certified protective face mask and chest gear during active play which will be provided by the league. Failure to wear the face mask and/or chest gear will result in immediate removal of the player from that position.

2. PLAYING RULES

- a. **MANDATORY TWO (2) INNING PLAY RULE:** Each team member must play at least two (2) defensive innings of each game unless she is injured or being disciplined by the Head Coach. If the team member did not receive two (2) defensive innings of playing time due to uncontrollable circumstances, then that team member will start the next game and play for at least two (2) consecutive defensive innings. All substitutes must enter the game every other inning so that the player's interest is maintained. **FAILURE OF A HEAD COACH TO COMPLY WITH THESE PLAYING REQUIREMENTS WILL RESULT IN A SUSPENSION OF THAT HEAD COACH FROM THE NEXT GAME. The appeal by the opposing team must be made to the umpire prior to the beginning of the 3rd inning of play or the rule becomes null.**
- b. Each team player must play at least one uninterrupted inning in one infield position (catcher, pitcher, first, second, third, or shortstop) by the end of the third inning of regulation play unless she is injured or being disciplined by the Head Coach. (A coach may seek relief from this rule in writing, but only under specific approval of the Softball Commissioner). **FAILURE OF A HEAD COACH TO ADHERE TO THIS RULE WILL RESULT IN A FORFEIT OF THE GAME IF THE TEAM VIOLATING THE RULE HAS WON THE GAME. IF THE TEAM THAT HAS VIOLATED THE RULE LOST THE GAME, THE HEAD COACH WILL BE SUSPENDED FOR THE NEXT GAME.**

- c. A team may start a game with fewer than ten (10) players, however, each vacant batting order position, in a lineup of less than nine (9) players, is an automatic out when the vacant batting position comes up. A substitute player(s) may be picked up from the next younger league to play offense and defense, or the team may borrow a defensive player (last official at bat) from the opponents team. Substitutions shall not exceed the number necessary to reach a roster of nine (9).
- d. There will be unlimited substitutions. Substitutions can be made during an inning; however, the subs must come from the dugout and must go to the same position as the player they are substituting.
- e. Players not wishing to participate during the game may remain in the dugout and can enter the game at any time, at the Head Coach's discretion.
- f. Ten (10) players shall be used defensively; Four (4) outfielders, four (4) infielders, one (1) pitcher, and one (1) catcher. Players must play in their respective defensive positions. A "rover" cannot be used in the outfield and the infield cannot be shifted to one side.
- g. Infield players must remain 45' from home plate, or no more than 10' in front of 1st and 3rd base, until the batter has hit the ball into play. At all times, infield players must remain inside the dirt area until the batter has hit the ball into play.
- h. Outfield players must remain behind the back edge of the infield until the batter has hit the ball into play. The "back edge of the infield" is defined as the curved dirt/grass transition beyond the base path.
- i. Teams may have only one defensive shift per inning, but the team shall still satisfy the infield requirement discussed above.
- j. Teams may have only one defensive timeout per game. Teams may have only one offensive timeout per inning.
- k. All players are in the batting lineup. Players arriving late for a game may be inserted at the end of the batting order.

- l.** A batter will be allowed six (6) swings to hit the ball, regardless of whether or not contact has been made, unless 3 (three) strikes are recorded before the 6th (sixth) swing. A strike is defined as a swing of the bat that misses the ball entirely.
- m.** Runners may not lead-off or steal bases. Runners must have contact with the base until the batter makes contact with the ball. If the batter misses the ball or hits a foul ball, the play is dead and all runners must return to their base.
- n.** A "throw line" - either physically chalked or imaginary if not chalked - exists in a straight line from home plate to the center of the pitching rubber. Infielders positioned to one side of that line are required to make defensive plays on the opposite side of the line by throwing the ball rather than tagging the runner. For example: a 3rd baseman or pitcher standing to the right side of the pitching circle and fielding the ball would make the defensive play by throwing the ball to 1st base.
- o.** Time will be called when a defensive player has possession of the ball and has stopped the lead runner from advancing. If, at the umpires discretion, the runner more than halfway to the next base when time is called, the trailing runner will be awarded the next base. If they are not halfway to the next base when time is called they will be returned to the previous base safely.
- p.** Head-first slides while advancing to any base, including home plate, shall be illegal. The runner shall be called out regardless of the result of the play. This applies whether or not the defense is making a play on the runner. This rule does not apply when the runner is returning to a base.

3. DEAD BALL RULES

- a.** Baiting by runners to induce a throw from an infielder will not be permitted at any time.
- b.** An "Overthrow" is defined as any ball thrown into foul territory at first (1st) base or third (3rd) base, before the base runner has reached the base. In the first half of the season, if an "overthrow" is made, then the Umpire shall call time and no

further advancement shall be made by the base runner(s). Runners may advance at their own risk when a ball is thrown into fair territory at first (1st) base, second (2nd) base, or third (3rd) base. In the second half of the season the following dead ball rule shall apply. Once the ball is in the possession of an infielder and, in the opinion of the Umpire, the lead runner has stopped the Umpire shall call "Time." The Softball 6U League Commissioner will determine the halfway point of the season.

4. WARNING, EJECTION, AND PROTEST RULES

- a. There is a mandatory slide rule at Home Plate when the player covering home plate has the ball in her possession. The Umpire shall make the call as to whether the runner is safe or out (regardless of whether an attempt to slide was made by the runner), however, failure of the runner to attempt a slide may result in the runner being called out, a warning or an ejection of that player from the remainder of the game, based on the severity of the violation.
- b. Only the Head Coach may discuss a call with the Umpire. Under no circumstances should more than one coach from each team discuss a call with the Umpire at any given time.
- c. Players shall not throw the bat after making contact with the ball. A player who throws the bat shall be given a minimum of one warning per game by the umpire after which the player may be called out at the umpires discretion. If the umpire calls a player out it will be considered a dead ball situation and no runners may advance and shall return to their original base. If in the judgment of the umpire, a bat is thrown by a player intentionally and/or with malicious intent, not warning shall be issued and the player shall be ejected from the game. If an ejection is made it will count as an out and create a dead ball situation where no runners may advance. If the ejection results in a team having less than 10 players on the roster that team shall take an automatic out for that spot in the batting order for the remainder of the game.

- d. If the Umpire sees a base runner miss a base, the Umpire will call the base runner out. A Head Coach's appeal will not be required or warranted.
- e. Abusive language, excessive force or any other form of unsportsmanlike conduct by players, coaches or spectators will not be tolerated. Based on the intent or severity of the infraction, the Umpire may warn and/or eject the offender.
- f. Head Coaches, assistant coaches, players, and/or spectators can be ejected from the game or ball park for continued unsportsmanlike behavior after one (1) warning from the umpire. Head Coaches/Coaches ejected from a game shall serve a one game suspension (the next game). Should a Head Coach/Coach be ejected from a game a second time during the same season that Head Coach/Coach shall be suspended for the duration of the season. The suspension penalty is immediate and not subject to appeal. A suspended coach may request a review of the incident or file a complaint via the Infractions Committee process, but in no event is the suspension subject to appeal.
- g. There will be no protest committee and the Umpire's final decision will stand.

5. LENGTH OF GAMES

- a. Regulation games will be a maximum of four (4) innings, but no regulation inning (one through four) may be started after fifty (50) minutes. The game will have a kill time of one (1) hour and five (5) minutes, but the batter at the plate when time expired will be allowed to complete the at-bat. There is a Sunday through Thursday curfew beginning at 9:00pm.
- b. No team can score more than five (5) runs in a regular inning.

6. UMPIRES, HEAD COACHES, AND ASSISTANTS

- a. Umpiring of games will be done by the 6U League coaches. The 6U League Commissioner shall prepare and distribute an umpire schedule.
- b. All coaching staff are required to wear or have a league provided badge with them when coaching games on field or in the dugout. Lack of badge will result in automatic ejection. No warnings will be issued.

8U SOFTBALL LEAGUE RULES SUPPLEMENT

All Official Amateur Softball Association (“ASA”) Rules, 14U Softball Rules and 14U Softball Tournament Rules shall be observed with the following exceptions which shall either override or add to those rules. This supplement is for league play at Oak Hill Youth Sports Association only.

1. EQUIPMENT RULES

- a. Baseball bats are not allowed. All softball bats used must be ASA approved with the barrel of the bat not to exceed 2 ¼”.
- b. Only rubber soled shoes are to be worn by participants. Metal cleated shoes will not be allowed.
- c. Helmet with attached face mask is required.
- d. All players fielding the defensive position of pitcher shall be required to wear an NOCSAE certified protective face mask and chest gear during active play which will be provided by the league. Failure to wear the face mask and/or chest gear will result in immediate removal of the player from that position.

2. PLAYING RULES

- a. **MANDATORY TWO (2) INNING PLAY RULE:** Each team member must play at least two (2) defensive innings of each game unless she is injured or being disciplined by the Head Coach. All subs must complete two (2) defensive innings by the end of the fourth (4th) inning. If the team member did not receive two (2) defensive innings of playing time due to uncontrollable circumstances, although she entered the game by the start of the third (3rd) inning, then that team member will start the next game and play for at least two (2) consecutive defensive innings. **FAILURE OF A HEAD COACH TO ENTER SUBS BY THE START**

OF THE THIRD (3RD) INNING OR NOT ALLOW A TEAM MEMBER TWO (2) DEFENSIVE INNINGS OF PLAYING TIME, WILL RESULT IN A SUSPENSION OF THAT HEAD COACH FROM THE NEXT GAME. The appeal by the opposing team must be made to the umpire prior to the beginning of the 3rd inning of play or the rule becomes null.

- b. Each team player must play at least one uninterrupted inning in one infield position (catcher, pitcher, first, second, third, or shortstop) by the end of the third inning of regulation play unless she is injured or being disciplined by the Head Coach. (A coach may seek relief from this rule in writing, but only under specific approval of the Softball Commissioner). **FAILURE OF A HEAD COACH TO ADHERE TO THIS RULE WILL RESULT IN A FORFEIT OF THE GAME IF THE TEAM VIOLATING THE RULE HAS WON THE GAME. IF THE TEAM THAT HAS VIOLATED THE RULE LOST THE GAME, THE HEAD COACH WILL BE SUSPENDED FOR THE NEXT GAME.**
- c. A team may start a game with fewer than ten (10) players, however, each vacant batting order position, in a lineup of less than nine (9) players, is an automatic out when the vacant batting position comes up. A substitute player(s) may be picked up from the next younger league to play offense and defense, or the team may borrow a defensive player (last official at bat) from the opponents team. The substitute player must bat at the end of the batting order. In case of borrowing a player, the borrowed player may be used in the outfield of a defensive inning only and the missing batter spot in offense when lineup is less than nine (9) players will still take the automatic out.
- d. Substitutions shall not exceed the number necessary to reach a roster of ten (10).
- e. There will be unlimited substitutions. A defensive player (either a starter or a substitute) cannot be removed until that defensive portion of the inning is completed, unless due to injury or illness.

- f. Ten (10) players shall be used defensively: Four (4) outfielders, four (4) infielders, one (1) pitcher, and one (1) catcher. Players must play in their respective defensive positions. A “rover” cannot be used in the outfield and the infield cannot be shifted to one side.
- g. Infield players must remain 45’ from home plate, or no more than 10’ in front of 1st and 3rd base, until the batter has hit the ball into play. At all times, infield players must remain inside the dirt area until the batter has hit the ball into play.
- h. Outfield players must remain behind the back edge of the infield until the batter has hit the ball into play. The “back edge of the infield” is defined as the curved dirt/grass transition beyond the base path.
- i. Teams may have only one defensive shift per inning, but the team shall still satisfy the infield requirement discussed above.
- j. Teams may have two defensive timeouts per game. Teams may have one offensive timeout per inning.
- k. All players are in the batting lineup. Players arriving late for a game may be inserted at the end of the batting order.
- l. A batter will be allowed a total of five (5) pitches to hit a fair ball unless, during that at bat, three (3) strikes are charged; at which time the batter will be out. A hit ball that strikes the Pitching Coach will be a dead foul ball and count as a pitch; if it is the 5th pitch, it shall be recorded as a dead ball and not as the final pitch. If however, in the umpires opinion, the pitching coach intentionally allowed the ball to hit them it will be recorded as a dead ball out (runners may not advance). A batter cannot be retired on a foul ball unless legally caught. If a batter hits a foul ball on the last pitch, the batter shall get additional pitches until the batter either swings and fails to hit the pitch or fails to swing at the pitch.
- m. Runners may not lead-off or steal bases. Runners must have contact with the base until the ball crosses home plate or the batter makes contact with the ball.

- n. The Head Coach may provide a courtesy runner (the last batted out) for the catcher with two outs. That runner replaced on the base path must put on the catcher's gear quickly and catch the next inning.
- o. Time will be called when a defensive player has possession of the ball and has stopped the lead runner from advancing. If, at the umpires discretion, the trailing runner is more than halfway to the next base when time is called, the runner will be awarded the next base. If they are not halfway to the next base when time is called they will be returned to the previous base safely.
- p. The Home Team shall keep the official score. The Official Scorekeeper shall record the name of the teams, identify home and visitor, field played, day and date played, game start time, runs per inning and final score. Also recorded should be any warnings and/or ejections and the offender's name, number and capacity with the team. At the conclusion of the game, the Umpire will review and sign the official score sheet. Failure by the Head Coaches to review the game record will result in automatic approval of the record. Game results will be submitted to the league commissioner or his representative electronically, with copy to the visiting team coach.
- q. Head-first slides while advancing to any base, including home plate, shall be illegal. The runner shall be called out regardless of the result of the play. This applies whether or not the defense is making a play on the runner. This rule does not apply when the runner is returning to a base.

3. DEAD BALL RULES

- a. Baiting by runners to induce a throw from an infielder will not be permitted. Once the ball is in the possession of an infielder and, in the opinion of the Umpire, the lead runner has stopped the Umpire shall call "Time."

4. WARNING, EJECTION, AND PROTEST RULES

- a. There will be a mandatory slide rule at home plate when the player covering home plate has the ball in her possession. The Umpire shall make the call as to whether the runner is safe or out (regardless of whether an attempt to slide was

made by the runner), however, failure of the runner to attempt a slide may result in the runner being called out, a warning or an ejection of that player from the remainder of the game, based on the severity of the violation.

- b. Players shall not throw the bat after making contact with the ball. A player who throws the bat shall be given a minimum of one warning per game by the umpire after which the player may be called out at the umpires discretion. If the umpire calls a player out it will be considered a dead ball situation and no runners may advance and shall return to their original base. If in the judgment of the umpire, a bat is thrown by a player intentionally and/or with malicious intent, not warning shall be issued and the player shall be ejected from the game. If an ejection is made it will count as an out and create a dead ball situation where no runners may advance. If the ejection results in a team having less than 10 players on the roster that team shall take an automatic out for that spot in the batting order for the remainder of the game.
- c. Only the Head Coach may discuss a call with the umpire. Under no circumstances should more than one coach from each team discuss a call with the umpire at any given time
- d. Abusive language, excessive force or any other form of unsportsmanlike behavior by players, coaches or spectators will not be tolerated. Based on the intent or severity of the infraction, the Umpire may warn and/or eject the offender.
- e. Head Coaches, assistant coaches, players, and/or spectators can be ejected from the game or ball park for continued unsportsmanlike behavior after one (1) warning from the umpire. Head Coaches/Coaches ejected from a game shall serve a one game suspension (the next game). Should a Head Coach/Coach be ejected from a game a second time during the same season that Head Coach/Coach shall be suspended for the duration of the season. The suspension penalty is immediate and not subject to appeal. A suspended coach may request

a review of the incident or file a complaint via the Infractions Committee process, but in no event is the suspension subject to appeal.

f. There will be no protest committee and the Umpire's final decision will stand.

5. LENGTH OF GAMES

- a. Regulation games will be a maximum of six (6) innings, but no regulation inning (one through six) may be started after one (1) hour and fifteen (15) minutes. Should the game be tied after six (6) innings and there is time remaining, an extra four (4) run inning may be played.
- b. If after four (4) complete innings, or three and a half (3 ½) innings when the home team is ahead, the next inning cannot begin due to the one (1) hour and fifteen (15) minute time limit, play will stop, the Umpire will declare a complete game and declare either a winner or tie game. In the event of a tie game, each team will receive a one-half (½) win and one-half (½) loss. This rule also applies when calling a game for any reason before the time limit and when the next inning cannot begin due to the Sunday through Thursday 9:00 p.m. curfew.
- c. No team can score more than five(5) runs in a regulation inning unless the Umpire has declared an "open inning".
- d. The "open inning" (10 run limit) will be the sixth (6th) inning or any other inning to begin after one (1) hour and in which the Umpire has declared an open inning. If an "open inning" is completed before the beginning of the sixth (6th) inning and before time expires, another four (4) run inning should be declared and started by the Umpire.
- e. An Official Game can end without an "open inning" ever being played.

6. UMPIRES, HEAD COACHES, AND ASSISTANTS

- a. All coaching staff are required to wear or have a league provided badge with them when coaching games on field or in the dugout. Lack of badge will result in automatic ejection. No warnings will be issued.

7. 10 RUN RULE

- a. If a team is leading an opponent by at least 10 runs after 4 or more complete innings have been played or after 3 ½ innings if the home team is ahead by at least 10 runs, the game shall be terminated and the team in the lead shall be declared the winner.

10U SOFTBALL LEAGUE RULES SUPPLEMENT

All Official Amateur Softball Association (“ASA”) Rules, 14U Softball Rules and 14U Softball Tournament Rules shall be observed with the following exceptions which shall either override or add to those rules. This supplement is for league play at Oak Hill Youth Sports Association only.

1. EQUIPMENT RULES

- a. Baseball bats are not allowed. All softball bats used must be ASA approved with the barrel of the bat not to exceed 2 ¼”.
- b. Only rubber soled shoes are to be worn by participants. Metal cleated shoes will not be allowed during the recreational season.
- c. Helmet with attached face mask is required.
- d. All players fielding the defensive position of pitcher shall be required to wear an NOCSAE certified protective face mask during active play. Any adjustment to the mask will be considered a touch to the face/head and is subject to applicable pitching rules. Failure to wear the face mask will result in immediate removal of the player from that position.

2. PLAYING RULES

- a. **MANDATORY TWO (2) INNING PLAY RULE:** Each team member must play at least two (2) defensive innings of each game unless she is injured or being disciplined by the Head Coach. All subs must complete two (2) defensive innings by the end of the fourth (4th) inning. If the team member did not receive two (2) defensive innings of playing time due to uncontrollable circumstances, although she entered the game by the start of the third (3rd) inning, then that team member will start the next game and play for at least two (2) consecutive defensive innings. **FAILURE OF A HEAD COACH TO ENTER SUBS BY THE START OF THE THIRD (3RD) INNING OR NOT ALLOW A TEAM MEMBER TWO (2) DEFENSIVE INNINGS OF PLAYING TIME, WILL RESULT IN A SUSPENSION OF THAT HEAD COACH FROM THE NEXT GAME. The appeal by the opposing team must be made to the umpire prior to the beginning of the 3rd inning of play or the rule becomes null.**
- b. Each team player must play at least one uninterrupted inning in one infield position (catcher, pitcher, first, second, third, or shortstop) by the end of the third inning of regulation play unless she is injured or being disciplined by the Head Coach. (A coach may seek relief from this rule in writing, but only under specific approval of the Softball Commissioner). **FAILURE OF A HEAD COACH TO ADHERE TO THIS RULE WILL RESULT IN A FORFEIT OF THE GAME IF THE TEAM VIOLATING THE RULE HAS WON THE GAME. IF THE TEAM THAT HAS VIOLATED THE RULE LOST THE GAME, THE HEAD COACH WILL BE SUSPENDED FOR THE NEXT GAME.**
- c. A team may start a game with fewer than ten (10) players, however each vacant batting order position in a lineup of less than nine (9) players is an automatic out when the vacant batting position comes up. A substitute player(s) may be picked up from the next younger league to play offense and defense or the team who has less than nine (9) players may borrow a defensive player (last official at bat) from the opponent's team. The substitute player must bat at the end of the

batting order. In case of borrowing a player, the player may be used in the outfield of a defensive inning only and the missing batter spot in offense will still take the automatic out.

- d. There will be unlimited substitution. A defensive player (either a starter or substitute) cannot be removed until that defensive portion of the inning is completed, unless due to injury.
- e. A starting pitcher may return to the mound one time. A relief pitcher, once removed from the mound, cannot return to the mound.
- f. The Head Coach may provide a courtesy runner (the last batted out) for the catcher with two outs. That runner replaced on the base path must put on the catcher's gear quickly and catch the next inning.
- g. The Home Team shall keep the official score. The Official Scorekeeper shall record the name of the teams, identify home and visitor, field played, day and date played, game start time, runs per inning and final score. Also recorded should be any warnings and/or ejections and the offender's name, number and capacity with the team. At the conclusion of the game, the Umpire will review and sign the official score sheet. Failure by the Head Coaches to review the game record will result in automatic approval of the record. Game results will be submitted to the league commissioner or his representative electronically, with copy to the visiting team coach.
- h. All players are in the batting lineup. Players arriving late for a game may be inserted at the end of the batting order.
- i. A minimum of two pitchers must be used during the first three innings of a regular season game (a coach may seek relief from this rule in writing, but only under specific approval of the Softball Commissioner). Each pitcher must begin and finish at least one full uninterrupted inning during the first three innings, unless the pitcher becomes injured or incapacitated.
- j. Suicide squeeze plays, slashing (faking a bunt and then swinging the bat in an attempt to hit the ball) shall be illegal. The runner shall be called out and the

runner and Head Coach shall be ejected; it will be a dead ball and the runners may not advance. A safety squeeze play or delayed steal is a legal play. However, the runner at 3rd may not advance more than half way between the base and home plate prior to the ball crossing the plate.

- k. Head-first slides while advancing to any base, including home plate, shall be illegal. The runner shall be called out regardless of the result of the play. This applies whether or not the defense is making a play on the runner. This rule does not apply when the runner is returning to a base.

3. WARNING, EJECTION, AND PROTEST RULES

- a. There will be a mandatory slide rule at home plate when the player covering home plate has the ball in her possession. The Umpire shall make the call as to whether the runner is safe or out (regardless of whether an attempt to slide was made by the runner), however, failure of the runner to attempt a slide may result in the runner being called out, a warning or an ejection of that player from the remainder of the game, based on the severity of the violation.
- b. Only the Head Coach may discuss a call with the umpire. Under no circumstances should more than one coach from each team discuss a call with the umpire at any given time.
- c. Abusive language, excessive force or any other form of unsportsmanlike behavior by players, coaches or spectators will not be tolerated. Based on the intent or severity of the infraction, the Umpire may warn and/or eject the offender.
- d. Head Coaches, assistant coaches, players, and/or spectators can be ejected from the game or ball park for continued unsportsmanlike behavior after one (1) warning from the umpire. Head Coaches/Coaches ejected from a game shall serve a one game suspension (the next game). Should a Head Coach/Coach be ejected from a game a second time during the same season that Head Coach/Coach shall be suspended for the duration of the season. The suspension penalty is immediate and not subject to appeal. A suspended coach may request

a review of the incident or file a complaint via the Infractions Committee process, but in no event is the suspension subject to appeal.

- e. After one (1) warning by either Umpire, Head Coaches, assistant coaches, players, and/or spectators can be ejected from the ballpark for continued unsportsmanlike behavior. Head Coaches/Coaches ejected from a game shall serve a one game suspension (the next game). Should a Head Coach/Coach be ejected from a game a second time during the same season that Head Coach/Coach shall be suspended for the duration of the season.

4. LENGTH OF GAMES

- a. Regulation games will be a maximum of six (6) innings, but no regulation inning (one through six) may be started after one (1) hour and thirty (30) minutes. Should the game be tied after six (6) innings and there is time remaining, an extra four (4) run inning may be played.
- b. If after four (4) complete innings, or three and a half (3 ½) innings when the home team is ahead, the next inning cannot begin due to the one (1) hour and thirty (30) minute time limit, play will stop, the Umpire will declare a complete game and declare either a winner or tie game. In the event of a tie game, each team will receive a one-half (½) win and one-half (½) loss. This rule also applies when calling a game for any reason before the time limit and when the next inning cannot begin due to the Sunday through Thursday 9:00 p.m. curfew.
- c. No team can score more than four (4) runs in a regular inning.

5. UMPIRES, HEAD COACHES, AND ASSISTANTS

- a. All coaching staff are required to wear or have a league provided badge with them when coaching games on field or in the dugout. Lack of badge will result in automatic ejection. No warnings will be issued.

6. 10 RUN RULE

- a. If a team is leading an opponent by at least 10 runs after 4 or more complete innings have been played or after 3 ½ innings if the home team is ahead by at

least 10 runs, the game shall be terminated and the team in the lead shall be declared the winner.

12U SOFTBALL LEAGUE RULES SUPPLEMENT

All Official Amateur Softball Association (“ASA”) Rules, 14U Softball Rules and 14U Softball Tournament Rules shall be observed with the following exceptions which shall either override or add to those rules. This supplement is for league play at Oak Hill Youth Sports Association only.

1. EQUIPMENT RULES

- a. Baseball bats are not allowed. All softball bats used must be ASA approved with the barrel of the bat not to exceed 2 ¼”.
- b. Only rubber soled shoes are to be worn by participants. Metal cleated shoes will not be allowed during the recreational season.
- c. Helmet with attached face mask is required.
- d. All players fielding the defensive position of pitcher shall be required to wear an NOCSAE certified protective face mask during active play. Any adjustment to the mask will be considered a touch to the face/head and is subject to applicable pitching rules. Failure to wear the face mask will result in immediate removal of the player from that position.

2. PLAYING RULES

- a. **MANDATORY TWO (2) INNING PLAY RULE:** Each team member must play at least two (2) defensive innings of each game unless she is injured or being disciplined by the Head Coach. All subs must complete two (2) defensive innings by the end of the fifth (5th) inning. If the team member did not receive two (2) defensive innings of playing time due to uncontrollable circumstances, although she entered the game by the start of the fourth (4th) inning, then that team

member will start the next game and play for at least two (2) consecutive defensive innings. **FAILURE OF A HEAD COACH TO ENTER SUBS BY THE START OF THE FOURTH (4TH) INNING OR NOT ALLOW A TEAM MEMBER TWO (2) DEFENSIVE INNINGS OF PLAYING TIME, WILL RESULT IN A SUSPENSION OF THAT HEAD COACH FROM THE NEXT GAME.** The appeal by the opposing team must be made to the umpire prior to the beginning of the 3rd inning of play or the rule becomes null.

- b. Each team player must play at least one uninterrupted inning in one infield position (catcher, pitcher, first, second, third, or shortstop) by the end of the third inning of regulation play unless she is injured or being disciplined by the Head Coach. (A coach may seek relief from this rule in writing, but only under specific approval of the Softball Commissioner). **FAILURE OF A HEAD COACH TO ADHERE TO THIS RULE WILL RESULT IN A FORFEIT OF THE GAME IF THE TEAM VIOLATING THE RULE HAS WON THE GAME. IF THE TEAM THAT HAS VIOLATED THE RULE LOST THE GAME, THE HEAD COACH WILL BE SUSPENDED FOR THE NEXT GAME.**
- c. A team may start a game with fewer than ten (10) players, however each vacant batting order position in a lineup of less than nine (9) players is an automatic out when the vacant batting position comes up. A substitute player(s) may be picked up from the next younger league to play offense and defense or the team who has less than nine (9) players may borrow a defensive player (last official at bat) from the opponent's team. The substitute player must bat at the end of the batting order. In case of borrowing a player, the player may be used in the outfield of a defensive inning only and the missing batter spot in offense will still take the automatic out.
- d. There will be unlimited substitution. A defensive player (either a starter or substitute) cannot be removed until that defensive portion of the inning is completed, unless due to injury.

- e. A starting pitcher may return to the mound one time. A relief pitcher, once removed from the mound, cannot return to the mound.
- f. A batter must keep at least one foot in the batter's box between pitches.
- g. The Head Coach may provide a courtesy runner (the last batted out) for the catcher with two outs. That runner replaced on the base path must put on the catcher's gear quickly and catch the next inning.
- h. The Home Team shall keep the official score. The Official Scorekeeper shall record the name of the teams, identify home and visitor, field played, day and date played, game start time, runs per inning and final score. Also recorded should be any warnings and/or ejections and the offender's name, number and capacity with the team. At the conclusion of the game, the Umpire will review and sign the official score sheet. Failure by the Head Coaches to review the game record will result in automatic approval of the record. Game results will be submitted to the league commissioner or his representative electronically, with copy to the visiting team coach.
- i. All players are in the batting lineup. Players arriving late for a game may be inserted at the end of the batting order.
- j. A minimum of two pitchers must be used during the first three innings of a regular season game (a coach may seek relief from this rule in writing, but only under specific approval of the Softball Commissioner). Each pitcher must begin and finish at least one full uninterrupted inning during the first three innings, unless the pitcher becomes injured or incapacitated.
- k. Suicide squeeze plays, slashing (faking a bunt and then swinging the bat in an attempt to hit the ball) shall be illegal. The runner shall be called out and runner and Head Coach shall be ejected; it will be a dead ball and the runners may not advance. A safety squeeze or delayed steal is a legal play. However, the runner at 3rd may not advance more than half way between the base and home plate prior to the ball crossing the plate.

- I. Head-first slides while advancing to any base, including home plate, shall be illegal. The runner shall be called out regardless of the result of the play. This applies whether or not the defense is making a play on the runner. This rule does not apply when the runner is returning to a base.

3. WARNING, EJECTION, AND PROTEST RULES

- a. There will be a mandatory slide rule at home plate when the player covering home plate has the ball in her possession. The Umpire shall make the call as to whether the runner is safe or out (regardless of whether an attempt to slide was made by the runner), however, failure of the runner to attempt a slide may result in the batter being called out, a warning or an ejection of that player from the remainder of the game, based on the severity of the violation.
- b. Only the Head Coach may discuss a call with the umpire. Under no circumstances should more than one coach from each team discuss a call with the umpire at any given time.
- c. Abusive language, excessive force or any other form of unsportsmanlike behavior by players, coaches or spectators will not be tolerated. Based on the intent or severity of the infraction, the Umpire may warn and/or eject the offender.
- d. Head Coaches, assistant coaches, players, and/or spectators can be ejected from the game or ball park for continued unsportsmanlike behavior after one (1) warning from the umpire. Head Coaches/Coaches ejected from a game shall serve a one game suspension (the next game). Should a Head Coach/Coach be ejected from a game a second time during the same season that Head Coach/Coach shall be suspended for the duration of the season. The suspension penalty is immediate and not subject to appeal. A suspended coach may request a review of the incident or file a complaint via the Infractions Committee process, but in no event is the suspension subject to appeal.
- e. After one (1) warning by either Umpire, Head Coaches, assistant coaches, players, and/or spectators can be ejected from the ballpark for continued

unsportsmanlike behavior. Head Coaches/Coaches ejected from a game shall serve a one game suspension (the next game). Should a Head Coach/Coach be ejected from a game a second time during the same season that Head Coach/Coach shall be suspended for the duration of the season.

4. LENGTH OF GAMES

- a. Regulation games will be a maximum of six (6) innings, but no regulation inning (one through six) may be started after one (1) hour and thirty (30) minutes. Should the game be tied after six (6) innings and there is time remaining, an extra four (4) run inning may be played.
- b. If after four (4) complete innings, or three and a half (3 ½) innings when the home team is ahead, the next inning cannot begin due to the one (1) hour and thirty (30) minute time limit, play will stop, the Umpire will declare a complete game and declare either a winner or tie game. In the event of a tie game, each team will receive a one-half (½) win and one-half (½) loss. This rule also applies when calling a game for any reason before the time limit and when the next inning cannot begin due to the Sunday through Thursday 9:00 p.m. curfew.
- c. No team can score more than three (3) runs in a regular inning.

5. UMPIRES, HEAD COACHES, AND ASSISTANTS

- a. All coaching staff are required to wear or have a league provided badge with them when coaching games on field or in the dugout. Lack of badge will result in automatic ejection. No warnings will be issued.

6. 10 RUN RULE

- a. If a team is leading an opponent by at least 10 runs after 5 or more complete innings have been played or after 4 ½ innings if the home team is ahead by at least 10 runs, the game shall be terminated and the team in the lead shall be declared the winner.

14U SOFTBALL LEAGUE RULES SUPPLEMENT

All Official Amateur Softball Association (“ASA”) Rules, 14U Softball Rules and 14U Softball Tournament Rules shall be observed with the following exceptions which shall either override or add to those rules. This supplement is for league play at Oak Hill Youth Sports Association only.

1. EQUIPMENT RULES

- a. Baseball bats are not allowed. All softball bats used must be ASA approved with the barrel of the bat not to exceed 2 ¼”.
- b. Only rubber soled shoes are to be worn by participants. Metal cleated shoes will not be allowed during the recreational season.
- c. Helmet with attached face mask is required.
- d. All players fielding the defensive position of pitcher shall be required to wear an NOCSAE certified protective face mask during active play. Any adjustment to the mask will be considered a touch to the face/head and is subject to applicable pitching rules.

2. PLAYING RULES

- a. **MANDATORY TWO (2) INNING PLAY RULE:** Each team member must play at least two (2) defensive innings of each game unless he/she is injured or being disciplined by the Head Coach. All subs must complete two (2) defensive innings by the end of the sixth (6th) inning. If the team member did not receive two (2) defensive innings of playing time due to uncontrollable circumstances, although he/she entered the game by the start of the fifth (5th) inning, then that team member will start the next game and play for at least two (2) consecutive defensive innings. **FAILURE OF A HEAD COACH TO ENTER SUBS BY THE START OF THE FIFTH (5TH) INNING OR NOT ALLOW A TEAM MEMBER TWO (2) DEFENSIVE INNINGS OF PLAYING TIME, WILL RESULT IN A SUSPENSION OF THAT HEAD COACH FROM THE NEXT GAME. The appeal by the opposing team**

must be made to the umpire prior to the beginning of the 3rd inning of play or the rule becomes null.

- b. Each team player must play at least one uninterrupted inning in one infield position (catcher, pitcher, first, second, third, or shortstop) by the end of the third inning of regulation play unless she is injured or being disciplined by the Head Coach. (A coach may seek relief from this rule in writing, but only under specific approval of the Softball Commissioner). **FAILURE OF A HEAD COACH TO ADHERE TO THIS RULE WILL RESULT IN A FORFEIT OF THE GAME IF THE TEAM VIOLATING THE RULE HAS WON THE GAME. IF THE TEAM THAT HAS VIOLATED THE RULE LOST THE GAME, THE HEAD COACH WILL BE SUSPENDED FOR THE NEXT GAME.**
- c. A team may start a game with fewer than ten (10) players, however each vacant batting order position in a lineup of less than nine (9) players is an automatic out when the vacant batting position comes up. A substitute player(s) may be picked up from the next younger league to play offense and defense or the team who has less than nine (9) players may borrow a defensive player (last official at bat) from the opponent's team. In case of borrowing a player, the player may be used in the outfield of a defensive inning only and the missing batter spot in offense will still take the automatic out.
- d. There will be unlimited substitution, however, if a player has been removed as a pitcher, then that player cannot return to pitch during the remainder of the game. A defensive player (either a starter or a substitute) cannot be removed until that defensive portion of the inning is completed, unless due to injury.
- e. A batter must keep at least one foot in the batter's box between pitches.
- f. The Head Coach may provide a courtesy runner (the last batted out) for the catcher with two outs. That runner replaced on the base path must put on the catcher's gear quickly and catch the next inning.
- g. The Home Team shall keep the official score. The Official Scorekeeper shall record the name of the teams, identify home and visitor, field played, day and

date played, game start time, runs per inning and final score. Also recorded should be any warnings and/or ejections and the offender's name, number and capacity with the team. At the conclusion of the game, the Umpire will review and sign the official score sheet. Failure by the Head Coaches to review the game record will result in automatic approval of the record. Game results will be submitted to the league commissioner or his representative electronically, with copy to the visiting team coach.

- h. All players are in the batting lineup. Players arriving late for a game may be inserted at the end of the batting order.
- i. A starting pitcher may return to the mound one time. A relief pitcher, once removed from the mound, cannot return to the mound.
- j. A minimum of two pitchers must be used during the first three innings of a regular season game (a coach may seek relief from this rule in writing, but only under specific approval of the Softball Commissioner). Each pitcher must begin and finish at least one full uninterrupted inning during the first three innings, unless the pitcher becomes injured or incapacitated.
- k. The starting pitcher in any game may return to the mound one time after being removed, however, subsequent substitute pitchers cannot.
- l. Suicide squeeze plays, slashing (faking a bunt and then swinging the bat in an attempt to hit the ball) shall be illegal. The runner shall be called out and runner and Head Coach shall be ejected; it will be a dead ball and the runners may not advance. A safety squeeze or delayed steal is a legal play. However, the runner at 3rd may not advance more than half way between the base and home plate prior to the ball crossing the plate.
- m. Head-first slides while advancing to any base, including home plate, shall be illegal. The runner shall be called out regardless of the result of the play. This applies whether or not the defense is making a play on the runner. This rule does not apply when the runner is returning to a base.

3. WARNING, EJECTION, AND PROTEST RULES

- a. There will be a mandatory slide rule at Home Plate when the player covering Home Plate has the ball in her possession. The Umpire shall make the call as to whether the runner is safe or out (regardless of whether an attempt to slide was made by the runner), however, failure of the runner to attempt a slide may result in a the runner being called out, warning or an ejection of that player from the remainder of the game, based on the severity of the violation.
- b. Only the Head Coach may discuss a call with the umpire. Under no circumstances should more than one coach from each team discuss a call with the umpire at any given time.
- c. Abusive language, excessive force or any other form of unsportsmanlike behavior by players, coaches or spectators will not be tolerated. Based on the intent or severity of the infraction, the Umpire may warn and/or eject the offender.
- d. Head Coaches, assistant coaches, players, and/or spectators can be ejected from the game or ball park for continued unsportsmanlike behavior after one (1) warning from the umpire. Head Coaches/Coaches ejected from a game shall serve a one game suspension (the next game). Should a Head Coach/Coach be ejected from a game a second time during the same season that Head Coach/Coach shall be suspended for the duration of the season. The suspension penalty is immediate and not subject to appeal. A suspended coach may request a review of the incident or file a complaint via the Infractions Committee process, but in no event is the suspension subject to appeal.
- e. After one (1) warning by either Umpire, Head Coaches, assistant coaches, players, and/or spectators can be ejected from the ballpark for continued unsportsmanlike behavior. Head Coaches/Coaches ejected from a game shall serve a one game suspension (the next game). Should a Head Coach/Coach be ejected from a game a second time during the same season that Head Coach/Coach shall be suspended for the duration of the season.

4. LENGTH OF GAMES

- a. Regulation games will be a maximum of six (6) innings, but no regulation inning (one through six) may be started after one (1) hour and thirty (30) minutes. Should the game be tied after six (6) innings and there is time remaining, an extra four (4) run inning may be played.
- b. If after four (4) complete innings, or three and a half (3 ½) innings when the home team is ahead, the next inning cannot begin due to the one (1) hour and thirty (30) minute time limit, play will stop, the Umpire will declare a complete game and declare either a winner or tie game. In the event of a tie game, each team will receive a one-half (½) win and one-half (½) loss. This rule also applies when calling a game for any reason before the time limit and when the next inning cannot begin due to the Sunday through Thursday 9:00 p.m. curfew.
- c. No team can score more than three (3) runs in a regular inning.

5. UMPIRES, HEAD COACHES, AND ASSISTANTS

- a. All coaching staff are required to wear or have a league provided badge with them when coaching games on field or in the dugout. Lack of badge will result in automatic ejection. No warnings will be issued.

6. 10 RUN RULE

- a. If a team is leading an opponent by at least 10 runs after 5 or more complete innings have been played or after 4 ½ innings if the home team is ahead by at least 10 runs, the game shall be terminated and the team in the lead shall be declared the winner.

FALL BALL RULES SUPPLEMENT

All Official Amateur Softball Association (“ASA”) Rules, 14U Softball Rules and 14U Softball Tournament Rules shall be observed with the following exceptions which shall either override or add to those rules. This supplement is for league play at Oak Hill Youth Sports Association only.

GENERAL RULES

PLAYER ELIGIBILITY:

1. Any candidate that has met the following requirements before the date of the league draft shall be considered eligible for participation in the draft and regular season play:
 - a. Candidate must be registered.
 - b. Registration fee must be paid or hardship waiver approved.
 - c. Candidate must have attended a tryout session. The 6U League will not conduct a tryout session.
2. A Head Coach must exercise a "priority" draft selection of his/her children, the children of one (1) Priority Assistant Coach, and the sisters of a player already a member of the team. A Head Coach is not required to select a Priority Assistant Coach; however, if one is selected then it must be declared at the league draft. "Priority" draft selections shall be in the following draft rounds:

First Player	Round Two
Second Player	Round Three
Third Player	Round Five
Each Succeeding Player	Each Succeeding Round

A "priority" draft selection of the Head Coach's children or the children of the Priority Assistant, shall begin in Round Two (2), whereas the selection of brother/sister type priorities shall begin in Round Five (5).

TEAM PRACTICE

1. Each team will be allowed three (3) team meetings prior to the start of the Fall Softball Season. Once the season begins, teams will be restricted to two (2) team meetings, including games, per week. One (1) additional, optional team meeting is allowed provided this meeting is an annex based practice. This additional meeting is optional and players cannot be penalized for not attending.
2. The only permitted exception to this rule shall be to allow teams two calendar weeks to make up a postponed game. In the week that the postponed game is played, teams shall be allowed three (3) team meetings, to include the makeup game. An additional practice in lieu of the make up game shall not be permitted.
3. Head Coaches shall be responsible for scheduling make up games and notifying the Umpire-In-Chief.
4. Optional Saturday clinics sponsored by the Oak Hill Youth Sports Association shall be allowed in addition to the above restrictions. There will be no penalizing of players for not attending these additional team meetings.

GAME DUTIES

Both teams will be responsible for pre-game field preparation and post- game clean-up. This includes watering, raking, lining, installing bases, hooking up and unhooking the score box, turning off the lights, placing equipment back into the storage shed, and picking up trash.

PLAYING RULES

1. Regulation games will be determined in each league as follows:
 - a. 6U LEAGUE: Maximum four (4) innings. The game will have a kill time of one (1) hour.
 - b. 8U LEAGUE: Maximum six (6) innings. The game will have a kill time of one hour and fifteen minutes (1:15).
 - c. 10U LEAGUE: Maximum six (6) innings. The game will have a kill time of one hour and thirty minutes (1:30).

- d. 12U LEAGUE: Maximum seven (7) innings. The game will have a kill time of one hour and thirty minutes (1:30).
 - e. 14U LEAGUE: Maximum seven (7) innings. The game will have a kill time of one hour and thirty minutes (1:30).
- 2. There will be a 9:00 pm curfew for all Fall Games played Sunday through Thursday. This rule will apply for all divisions. No inning may begin after 9:00 pm.
- 3. If after four (4) complete innings in 8U and 10U or five (5) complete innings in 12U and 14U, or three and a half (3 ½) or four and a half (4 ½) innings when the Home team is ahead, the next inning cannot begin due to the appropriate time limit, play will stop, the Umpire will declare a complete game and declare either a winner or a tie.
- 4. All complete games ending in a tie will remain a tie.
- 5. No team can score more than four (4) runs in a regulation inning in the 6U League and no more than four (4) runs in a regulation inning in the 8U League and three (3) runs in a regulation inning in the 10U, 12U, and 14U Leagues.
- 6. There will be no open innings or 10 run-rule during league play.
- 7. All players are in the batting lineup, even though they may not have entered the game defensively.
- 8. Players arriving late for a game may be inserted at the end of the batting order.
- 9. Except for 6U and 8U, the batter must keep at least one (1) foot in the batter's box between pitches.
- 10. An offensive coach will be allowed only one (1) timeout per half inning.
- 11. There will be unlimited and free substitution of players entering the game.
- 12. A team may start a game with fewer than ten (10) players in the 6U and 8U Leagues and fewer than nine (9) players in the 10U, 12U, and 14U Leagues; however, each vacant batting order position in a line-up of less than the above numbers will be an automatic out when that vacant batting position comes to bat. Substitute players may be obtained if the starting line-up falls below the above numbers subject to the following exceptions:
 - a. The player must be registered in the next younger league for the current Oak Hill Fall Softball Season.

- b. The substitute player shall not pitch.
 - c. The substitute player must play in the outfield.
 - d. The substitute player must bat at the end of the batting order.
13. There will be no protest committee and the Umpire's final decision will stand.
 14. Head Coaches, assistant coaches, players, and/or spectators can be ejected from the game or ball park for continued unsportsmanlike behavior, typically after one (1) warning by the Umpire. Head Coaches/Coaches ejected from a game shall serve a one game suspension (the next game). Should a Head Coach/Coach be ejected from a game a second time during the same season that Head Coach/Coach shall be suspended for the duration of the season.
 15. Except for 6U, there is a mandatory slide rule at Home Plate when the player covering home plate has the ball in his possession. The Umpire shall make the call as to whether the runner is safe or out (regardless of whether an attempt to slide was made by the runner), however, failure of the runner to attempt a slide may result in a warning or an ejection of that player from the remainder of the game, based on the severity of the violation.
 16. The Head Coach may provide a courtesy runner (the last batter out) for the catcher with two outs. That runner replaced on the base path must put on the catcher's gear and catch the next inning.
 17. At the Softball Committee's discretion, due to registration numbers, 12U and 14U leagues may be combined. If the leagues are combined, the Softball Committee may modify rules to ensure the safety of each girl in the combined leagues.
 18. Softball – 10U only: A pitcher will pitch to the batter. If the batter receives a walk, then the batter's coach will pitch the batter two (2) pitches. If the batter does not hit the ball during these two (2) pitches, then the batter shall be called out. This will be in effect for the entire Fall season.
 19. Each team player must play at least one uninterrupted inning in one infield position (catcher, pitcher, first, second, third, or shortstop) by the end of the third inning of regulation play unless she is injured or being disciplined by the Head Coach. (A coach

may seek relief from this rule in writing, but only under specific approval of the Softball Commissioner). **FAILURE OF A HEAD COACH TO ADHERE TO THIS RULE WILL RESULT IN A FORFEIT OF THE GAME IF THE TEAM VIOLATING THE RULE HAS WON THE GAME. IF THE TEAM THAT HAS VIOLATED THE RULE LOST THE GAME, THE HEAD COACH WILL BE SUSPENDED FOR THE NEXT GAME.**

20. The End of Season Tournament will be limited to the same time restrictions as the Fall regular season games with the exception of ties, which will be played until a winner is determined. All Championship Games will be played to the regulation number of innings, subject to the 10 run rule. The End of Season Tournament rules shall follow the Fall regular season rules, except that games shall end by finishing the inning.
21. Abusive language, excessive force or any other form of unsportsmanlike behavior by players, coaches or spectators will not be tolerated. Based on the intent or severity of the infraction, the Umpire may warn and/or eject the offender.
22. For 8U, a batter will be allowed a total of five (5) pitches to hit the ball fair for the entire fall season. Foul and Dead Ball regulations will follow the Spring rules.

SOFTBALL PITCHING RULES (10U, 12U, AND 14U LEAGUES)

1. A minimum of three pitchers must be used during the first four innings of a regular season game. (A coach may seek relief from this rule in writing, but only under the specific approval of the Softball Commissioner).
2. Each pitcher must begin and finish at least one full uninterrupted inning during the first four innings, unless the pitcher becomes injured or incapacitated.
3. After the fourth inning has been completed, any player may pitch in any of the remaining innings.

Appendix B

6-Team Pool Play Format Example

Pool A

#1 Seed (A1)

#3 Seed (A2)

#5 Seed (A3)

Pool B

#2 Seed (B1)

#4 Seed (B2)

#6 Seed (B3)

Game 1 Pool A A1 v. A3*

Game 2 Pool B B1 v. B3*

Game 3 Pool A A2 v. A1*

Game 4 Pool B B2 v. B1*

Game 5 Pool A A3 v. A2*

Game 6 Pool B B3 v. B2*

***Denotes Home Team**

Game 7 Winner Pool A v. Winner Pool B,
championship game

Coin flip shall determine the home team.

The team with the best win loss record shall be declared the winner of their respective pool and shall advance to the league championship game. In the event teams have identical records in pool, ties will be broken as follows:

1. Head to Head (two teams only)
2. Fewest Runs Allowed
3. Highest Run Differential, calculated by taking total runs scored minus total runs allowed.

The maximum run differential per game is +8 or -8

4. Coin Flip

When three or more teams are tied, fewest runs allowed in all pool play games will be used in determining all three places. If there is still a three-way tie, the highest run differential shall be used to determine who shall advance.

When a three-way tie is broken, and the remaining two teams are still tied with runs allowed, the tie breaker will go to the highest run differential in all games. If still tied, a coin flip shall be used. Games will be played to the time limit as specified in the tournament supplement with the exception of 8U baseball which shall add an additional ten (10) run inning to the end of the game, except the championship game which is played to full regulation without a time limit.

Seeding Rules

Seeding will be based on the season record for each league as defined in the Blue Book rules above. Teams with identical record percentages are subject to the following tie break:

- 1) Head to head
- 2) Least runs allowed against the tied team
- 3) Coin flip

10 RUN RULE

12U softball spring, - 114 -

10U softball spring, - 109 -

8U softball spring, - 105 -

14U softball spring, - 118 -

3 (three) strikes

6U softball spring, - 96 -

a courtesy runner

14U baseball spring, - 75 -

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-

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10U baseball spring, - 62 -

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10U baseball spring, - 62 -

10U softball spring, - 107 -

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8U spring baseball, - 56 -

14U softball spring, - 116 -

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14U baseball spring, - 78 -

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10U baseball spring, - 62 -

8U baseball spring, - 57 -

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Baseball Fall EOS, - 90 -

12U baseball spring, - 70 -

12U softball spring, - 114 -

10U baseball spring, - 63 -

10U softball spring, - 109 -

8U baseball spring, - 57 -

8U softball spring, - 104 -

14U baseball spring, - 76 -

14U softball spring, - 118 -

6U softball spring, - 98 -

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12U softball spring, - 113 -

10U baseball spring, - 65 -

10U softball spring, - 108 -

8U baseball spring, - 58 -

8U softball spring, - 103 -

14U baseball spring, - 77 -

14U softball spring, - 117 -

6U softball spring, - 96 -

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maximum number of coaches

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maximum of five (5) coaches

8U spring baseball, - 59 -

maximum of four (4) coaches

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maximum of three (3) coaches

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