

2011 Olathe Youth Baseball, Inc. Rule Book

Note: Beginning with the 2011 Season, OYBI has changed its primary eligibilty placement for players from age based to grade based. As in the past those players whose age would place them in a higher grade than they are currently in, may elect to play in the grade of their class in school.

New Rules or Regulations that have been added and existing Rules or Regulations that have been changed for clarification and ease of understanding for 2011 are listed hereunder. They are also placed in their proper position in the 2011 Rule Book.

Bold faced typed entries indicate new Rules or Regulations for 2011.

Bold face italicized typed entries indicate Rules or Regulations which have been revised or changed for clarity of understanding and are not new to the rulebook. They are not shown on this page but only as they appear throughout the rulebook.

REGULATION IV – FIELD DECORUM

E. PRE-GAME and GAME PREPARATIONS – Teams will be permitted to warm up players during a game, for hitting with a hitting stick, but with no soft toss or whiffle balls, on the fields in foul territory in the outfield fence areas during their innings of at bat. That means the hitting team will have a batter in the box, one in the on deck circle and the subsequent hitter in the outfield corner of foul territory with the hitting stick supervised by a parent/coach.

All teams are to stay off infields prepared for play. However SCHEDULED teams may use the infield for warm up with no disruption of the lined batting area. Each team will have five (5) minutes of infield warm up time, starting with the visiting team at 15 minutes before game time. The home team will have five (5) minutes of infield warm up at 10 minutes before game time. All pitching and hitting warm up will stay inside the fences, in foul territory on the field, except for warm-up of pitchers on those fields where there are designated bullpen areas outside and adjacent to them. This is to insure safety to our patrons.

REGULATION V – PLAYER ELIGIBILITY, DUAL PARTICIPATION and CALL-UP PLAYERS

PLAYER ELIGIBILITY

All players must be officially registered with OYBI to be an eligible player. This includes “Guest” players from outside the OYBI league.

DUAL PARTICIPATION

OYBI registered players are allowed to play as either a call-up player or guest player for any team outside of OYBI. Players in OYBI are permitted to be a member of any outside team, league, association, or other baseball affiliation, not conflicting with their primary team commitment, and with the consent of the primary team manager. Violation for using an illegal player(s) will result in forfeiture of the game(s) involved and manager/coach suspension for the next two (2) games for the first offense and removal as manager/coach for the second offense.

REGULATION VI – TEAM FORMATION AND PLAYER DRAFT SELECTION SYSTEM

ROSTER SIZES – Grades K thru 8: 13 players maximum, Grades 9 thru 12: 15 players maximum.

REGULATION XII (RULE 4.06) DISCIPLINE OF TEAM PERSONNEL

B. An ejected player shall remain in the dugout in uniform for the remainder of the game. An ejected manager, coach or other adult assistant(s) must leave the dugout (see also paragraph E. If the ejected player continues to be a disruption, he shall and his manager will be given a warning. If the disruption continues, the player and manager will both be ejected. The ejected player, manager or coach shall serve an automatic one game suspension during the team’s next game. During the one game suspension, the ejected personnel cannot be present at the next scheduled game.

SPECIAL PLAYING RULES, HIGH SCHOOL, SENIOR and JUNIOR DIVISIONS LOCAL RULES

2. GAME TIMES (Note – One year trial times for 2011 season).

Game 1 – 6:15pm

Game 2 – 8:30pm

SPECIAL PLAYING RULES, ROOKIE DIVISION (K, 1st and 2nd Grade)

PITCHING LIMITATIONS (K and 1st Grade)

D. The defensive pitcher (player) must stand within 10 feet of the adult pitcher (coach) but not in front of the adult pitcher, until the ball is hit.

Preface

Rules and regulations covering baseball programs of the OLATHE YOUTH BASEBALL, INC. (Hereafter referred to as OYBI) are divided into the sections outlined below. REGULATIONS I through XVII pertain to organizational and structural rules and apply to all Divisions. SPECIAL PLAYING RULES for each age Division are listed separately.

TABLE OF CONTENTS

REGULATIONS AND SPECIAL PLAYING RULES

REGULATION	PAGE
I. - EXECUTIVE BOD & BOARD OF DIRECTORS	6
II. - LEAGUE OFFICERS	6
III. - AMENDMENTS	6
IV. - FIELD DECORUM	7
V. – PLAYER ELIGIBILITY, DUAL PARTICIPATION AND CALL-UP PLAYERS	9
VI. – TEAM FORMATION & PLAYER DRAFT SYSTEM	10
SECTION III – PLAYER CONTRACTS	10
VII. - PLAYER RELEASE	11
VIII. - PLAYING EQUIPMENT	11
IX. - PLAYING SCHEDULES	12
X. - CITY CHAMPIONSHIPS	13
XI. - THE BALL	14
XII. - DISCIPLINE OF TEAM PERSONNEL	14
XIII. - PROTESTING GAMES	15
XIV. - SLIDE RULE	16
XV. – USSSA STATE TOURNAMENT ELIGIBILITY	16
XVI. - COURTESY RUNNER FOR CATCHER	17
XVII. - FALL BALL	17
XVIII – DETERMINING LEAGUE CHAMPION	19
XIX – COACHES CODE OF CONDUCT	19
SPECIAL PLAYING RULES (Partial Listing)	
HIGH SCHOOL, SENIOR & JUNIOR DIVISIONS	21
PITCHING LIMITATIONS	21
SUBSTITUTIONS & RE-ENTRY	22
MANDATORY PLAYING RULE	22
BATTING ORDER	24

MAJOR DIVISION (GRADES 5 & 6)	27
PITCHING LIMITATIONS	27
SUBSTITUTIONS	28
MANDATORY PLAYING RULE	28
BATTING ORDER	30
MINOR DIVISION (GRADES 3 & 4)	31
PITCHING LIMITATIONS	31
SUBSTITUTIONS	32
MANDATORY PLAYING RULE	32
BATTING ORDER	34
ROOKIE DIVISION (GRADES K, 1 & 2)	37
PITCHING LIMITATIONS	37
MANDATORY PLAYING RULE	38
A THROW	40
BATTING ORDER	40
TOURNAMENT DIVISION	42
ADMINISTRATIVE RULES	42
PLAYING RULES	43

"You can't think and hit at the same time" Yogi Berra

"Nobody goes there anymore. It's too crowded" Yogi

OYBI UMPIRES' GUIDELINES

1. You will study the rules of the game diligently, observe the work of other officials, and attempt to improve at all times. You should have both the OYBI and Major League Rule Books with you for every game.
2. Be prepared both physically and mentally to administer the game.
3. You must conduct yourself in a brisk, businesslike manner in such a way that spectator attention is directed to the players playing the game and not at you.
4. Dress and maintain your appearance in a manner befitting the dignity and importance of the umpire.
5. Be courteous and pleasant with players and coaches without being overly friendly.
6. Be firm but not overbearing; positive, but never rude; dignified, but never "cocky"; remember a good umpire doesn't have to have the last word.
7. Be fair and unbiased in your decision, making your calls promptly and confidently and with an emphasis that dissuades argument, yet is non-dictatorial.
8. Cooperate and be professional in your association with your fellow umpires and do nothing to cause them public embarrassment.
9. Keep in mind that the game is more important than the wishes of any individual player or coach, or the ambition of any individual umpire.
10. Do not smoke on or in the vicinity of the playing field, drink any alcoholic beverages, or be on any hallucinogenic drugs while in your uniform or before a game you are to work.
11. If you accept game assignments, honor that acceptance at all costs. If unable to work a scheduled game, notify the scheduler at least 24 hours before the game.
12. Umpires shall be prepared to walk onto the field 15 minutes before game time.

If you miss a game without giving 24 hours notice, OYBI may take any of the following actions:

Umpires ages 13-15:

- First Game - Warning
- Second Game - Cost of Game
- Third Game - Possible Dismissal

Umpires ages 16 and Older:

- First Game - Cost of Game
- 2nd Game - Possible Dismissal

If you work a game by yourself you will be paid one and one-half times the regular rate for that game. For example if your rate is \$20 per game, when your partner doesn't show, you will be paid \$30 for that game. You must notify your scheduler when this

happens so that follow-up action can be taken.

REGULATIONS

REGULATION I - EXECUTIVE BOD AND BOARDS OF DIRECTORS

The EXECUTIVE BOD shall consist of the Commissioner, Assistant Commissioner-Treasurer, Secretary, Assistant Commissioner-Scheduler, Assistant Commissioner-Recreation, Assistant Commissioner-Competitive, Assistant Commissioner-Tournament.

The BOARD OF DIRECTORS shall consist of the members of the Executive Board and all Presidents, Directors, Umpire Commissioner(s) and Equipment Managers as needed for all levels and/or age groups.

The RECREATIONAL, COMPETITIVE AND TOURNAMENT BOARDS shall each consist of its respective Assistant Commissioner, Presidents and Directors.

The Executive BOD has the power to approve the following: Emergency spending in cases not previously covered in the annual budget; suspend with cause, for a period not longer than two weeks, players, coaches, managers, or other members of the corporation; suspend with cause, for a period not longer than two weeks, agents or employees of the Board; authorize fundraising projects; establish committees that make recommendations and call meetings.

The BOD and any of the level of play boards may recommend to the Executive BOD the following: administrative and playing rule changes; hiring or terminating agents or employees of the Board, removal or suspension of players, managers, coaches or other members of the Corporation.

Any other routine business not expressly defined in this section shall be at the discretion of the Executive BOD, with final approval by the Executive BOD or BOD.

A quorum is required to conduct business.

REGULATION II - LEAGUE OFFICERS

The term of office for elected officers will be one year. The election is to be held at the first managers meeting of the new season, typically in early January.

REGULATION III - AMENDMENTS TO RULES AND REGULATIONS

A. An amendment to make additions to, deletions of, or changes to all Regulations and Special Playing Rules (i.e. Regulations I through XIX), may be presented by any Board member, for approval by the BOD, if presented in written form. Approval of such amendments will require a two-thirds vote of those present at any regular or special meeting of a quorum of the BOD.

B. Each LEVEL OF PLAY BOARD shall have the power to adopt, or change, administrative or playing rules by a two-thirds vote of its members present for a meeting. A quorum must be present. That power shall be restricted to rules that affect only that level of play. New Special Playing Rules, or changes to existing Special

Playing Rules, for any level of play, shall also be subject to final approval by a majority vote of the association members of that level of play present at a General Meeting.

C. The Commissioner shall decide if an administrative rule adopted by any level of play, effects another level(s) of play, and shall be taken to the full BOD for approval as provided under this Regulation, section A. However, a majority of the BOD can rule that such a decision by the Commissioner is not warranted and refuse to consider it.

D. If a playing rule is inadvertently omitted from the rule book and a game situation occurs in which that rule is applicable, an amendment will be printed and given to all managers as soon as possible. The game situation will be decided by what is printed in the rule book at the time the game is played. The rule will be effective at the time the amendment is distributed.

E. After the publication of the Rule Book for the season, a Regulation may only be waived after a meeting of any three members of the EXBOD (none of whom may be a direct party to the waiver request) has considered the request and a simple majority has then approved said request.

REGULATION IV - FIELD DECORUM

Activities of participants in the OYBI will meet with the standards and policies set by the Board. Managers, coaches, players, umpires, and spectators are to be guided by the following standards regarding conduct and behavior during games and practices: The use of tobacco in any form is prohibited on the playing field, benches and dugouts. The consumption of alcoholic beverages and drugs is expressly forbidden at any association function and, further, anyone coming to a game or practice under the influence will not be allowed to remain.

A. MANAGERS, COACHES AND UMPIRES - Managers and coaches must dress according to the following minimum standard: Baseball cap like the players; pants, jeans or slacks, shorts (hemmed) but not frayed cutoffs, shirts with sleeves and shoes but not sandals. Managers and coaches must request time out before leaving either the dug-out or coaching box. Arguing of balls and strikes, out, safe, fair, foul will not be permitted. Failure to comply may result in ejection without warning. Coaches shall at no time direct disparaging remarks toward any player, official, or other adults during games or practice sessions. In the event of any flagrant violation of rules and policies by a manager or coach, the Board may relieve him of his duties after suitable review and discussions with the person(s) concerned. Managers will have complete charge of their teams during games and practices, and will be held responsible for the conduct of their players and spectators. It will be the duty of the managers and coaches to acquaint themselves with the rules and regulations, and to keep their players informed. In addition, they should attend coaches meetings and instructional classes scheduled by the Board.

A manager can only be deemed unacceptable if the league President and/or Assistant Commissioner have followed appropriate due process procedure, i.e., the manager had been notified promptly in writing and was counseled concerning his unacceptable behavior. If the manager's behavior continued to be unacceptable then the manager can be deemed unacceptable. This being completed, any manager who is deemed acceptable to return will automatically be eligible to retain his team assignment, or place his name as an applicant for another division.

B. PLAYERS - All players must adhere to high standards of good sportsmanship and fair play during games and practice sessions. No razzing, heckling, taunting or "riding" of opposing players will be allowed by players, managers, or coaches. Players shall not wear jewelry, carelessly or in a state of anger, throw equipment, make fake tag plays or initiate malicious contact. Players are permitted, and encouraged, to shout encouragement to their own teammates while on the field or bench. In the event of any flagrant violations of rules or policies by a player, or a player's parent(s), the player will be subject to removal from membership. Players are expected to attend games and practices. Any player who anticipates being absent from games or practices should call his manager or coach. Players are responsible for keeping their uniforms in good condition. The consumption of alcoholic beverages and drugs is expressly forbidden at any association function and, further, anyone coming to a game or practice under the influence will not be allowed to remain. Players will remain in their team dugout at all times during a game. Players will not be allowed in the bleachers while their team is playing.

C. TEAM MANAGER- Managers shall see that the rules of the OYBI and player safety are practiced at all times. He will make sure that good sportsmanship is also practiced by coaches, team players and parents. He will be responsible for the care of equipment--checking out and turning in to the league. All problems shall be brought to the attention of the league president or his director(s). He will notify all players of rainouts and rescheduled games. A team manager who resigns is not responsible for finding a replacement. That duty shall fall to the league president, however, the manager shall be responsible for replacing a coach who resigns.

D. SPECTATORS - Are invited to view games free of charge as guests of the OYBI. Spectators must stay off the playing field at all times, and must remain in the spectator's area during the games. "Riding" players and shouting at other adults is forbidden. The use of air-horns is not allowed at OYBI games or tournaments. The OYBI has the right, after sufficient warning, to declare a game forfeit if a partisan spectator is asked to leave the spectator's area because of misconduct, and does not comply with the request. The game under these circumstances will be awarded to the opposing team, by forfeit. Any grievances by parents and spectators must be presented directly to a member of the Board, who will bring the matter to the attention of the full Board for any action deemed necessary.

E. PRE-GAME and GAME PROCEDURES – Teams will be permitted to warm up players during a game, for hitting with a hitting stick, but with no soft toss or whiffle balls, on the fields in foul territory in the outfield fence areas during their innings of at bat. That means the hitting team will have a batter in the box, one in the on deck circle and the subsequent hitter in the outfield corner of foul territory with the hitting stick supervised by a parent/coach.

All teams are to stay off infields prepared for play. However SCHEDULED teams may use the infield for warm up with no disruption of the lined batting area. Each team will have five (5) minutes of infield warm up time, starting with the visiting team at 15 minutes before game time. The home team will have five (5) minutes of infield warm up at 10 minutes before game time. All pitching and

hitting warm up will stay inside the fences, in foul territory on the field, except for warm-up of pitchers on those fields where there are designated bullpen areas outside and adjacent to them. This is to insure safety to our patrons.

REGULATION V – PLAYER ELIGIBILITY, DUAL PARTICIPATION and CALL-UP PLAYERS

PLAYER ELIGIBILITY

All players must be officially registered with OYBI to be an eligible player. This includes “Guest” players from outside the OYBI league.

DUAL PARTICIPATION

OYBI registered players are allowed to play as either a call-up player or guest player for any team outside of OYBI. Players in OYBI are permitted to be a member of any outside team, league, association, or other baseball affiliation, not conflicting with their primary team commitment, and with the consent of the primary team manager. Violation for using an illegal player(s) will result in forfeiture of the game(s) involved and manager/coach suspension for the next two (2) games for the first offense and removal as manager/coach for the second offense.

CALL-UP PLAYERS

1. ALL LEVELS OF PLAY (OTHER THAN AAA GOLD GLOVE), ALL AGE GROUPS: ***No Gold Glove player may be used as a Call-Up player.*** For the purpose of providing teams with players for temporary call-up, managers are permitted to ask any player on the call-up list provided to them by the League President/Director in the age group directly below ***and at the same skill level or below that division's playing grade***, i.e., 6th grade may call from 5th grade and so on down the grade groups. This list will be provided to the managers prior to the season opener, and no player will be added after the season begins. Players for the call- up list will come from each of the team managers. Each division to complete the list, and a master copy will be on file in the league office.

2. These call-up players may only be used provided the following criteria are met:

a. Only if the team will have nine (9) or fewer players for a game.

b. No regular roster player will sit on the bench any longer than necessary to allow the call-up player(s) to fulfill the mandatory playing requirement.

Example: The Call-up player could start the game and play 2 innings of defense and 1 time at bat; or, after all starters have played 2 innings of defense and 1 time at bat, the call-up player would then play 2 innings of defense and 1 time at bat. Then the starter would re-enter the game in his regular batting order. NOTE: In those divisions that are playing the team batting order, the call-up player(s) will also be considered in the team batting order.

c. No call-up player will be allowed to be used as a pitcher or catcher.

d. No player, other than a regular roster player may be used.

e. Any call-up player who shows up will be played his mandatory playing time, even when, more regular roster players show up than had been expected. No call-up player will be sent home. Call-up players must be in their regular season team uniform.

f. There will be a maximum of three call-up players used per team per game, with a maximum of ten players.

g. Violations of any of the above paragraphs will result in the manager/coach being suspended for 2 games for the 1st offense, and removed as manager/coach for the 2nd offense.

h. Using an illegal player will result in forfeiture of game(s) and a one game suspension of the manager.

i. If a team is playing up a division, the manager would then call players from the age group from which he came. Example, 5th grade team playing in the 6th grade division, the manager would then call-up from the 5th grade division.

REGULATION VI - TEAM FORMATION AND PLAYER DRAFT SELECTION SYSTEM

ROSTER SIZES – Grades K thru 8: 13 players maximum, Grades 9 thru 12: 15 players maximum.

Managers at all levels of play are permitted to assemble a team, either in part or as a complete team roster. For those managers with a partial team roster, the roster must have at least six (6) players to secure a team slot in the league. In addition, in order to be considered a Competitive Level team, a manager must submit an initial roster of a minimum of 9 players, otherwise the team will be placed at the Recreational Level. This must be done in accordance to all player eligibility requirements as is otherwise required of individual registrants. For those managers with a partial team roster, the following then applies:

SECTION I - RECREATIONAL LEVEL GRADES K THRU 6

There is no player draft. Partial teams and new teams in this level will have players added to the team or entirely formed by the President and Directors, who will group players by neighborhood into teams. However, each manager shall be allowed to designate up to three (3) players to be assigned to his team. These players are to include the manager's son(s), and those of his coaches.

SECTION II - COMPETITIVE LEVEL AND RECREATIONAL 7TH GRADE & OVER LEVELS

The Player Draft System is on file in the league office for use as needed.

SECTION III – PLAYER CONTRACTS (Either in paper form or as directed on-line).

Team packets including player contracts and rosters are made available to managers early in the year. This practice allows managers to complete and submit their rosters without waiting for open registration date. All participants, managers and players alike, should be aware that completing a player contract represents an obligation for the duration of the baseball season. Signatures by both the manager and a parent or legal guardian are required to be considered a completed contract. The following rules shall apply regarding said contracts:

MANAGERS:

1. Each team manager shall have the option to offer a contract to a player, or

- decline to sign a player, to their team prior to submission of the completed roster.
2. Managers may not release players that have signed current season contracts unless attempts have failed to resolve any problematic situations and approved by the Assistant Commissioner for that level of play. Managers shall not release, or attempt to release an already signed player in order to make roster spot available for a different player.
 3. Managers are prohibited from soliciting players that have already entered into a contract for the current season. (It is the manager's responsibility to determine whether or not the player has already entered into a contract with another team prior to offering him placement on his team. This rule shall apply regardless of which party makes the contact. If contacted by a player committed to another team, the manager shall make the player aware of the rule).
 4. Managers shall have the same obligations to player contracts whether initiated on their own or assigned to them by the league.
 5. If a manager is found to have intentionally violated these rules, disciplinary action will be taken by the executive board.

PLAYERS:

1. Players have the option to accept or decline any offer of placement on a team prior to open registration. Players may also choose to wait until open registration and be placed on a team by the league.
2. Should a player enter into a player contract provided by OYBI for the current season, they will remain obligated to that team for the duration of the season
3. See Regulation VII, Section A, regarding player release. A player may voluntarily withdraw from a team, however, he will be prohibited from playing for OYBI for the remainder of the season. In certain circumstances, the league may allow a player to participate in the open registration/player draft in order to be placed on a different team. If the withdrawal occurs after the playing season has begun, the league may, at their discretion, attempt to place the player on a team needing additional players. In no circumstance will a player be allowed to request placement of a specific team.
4. If a player voluntarily withdraws from his team, he may register for subsequent seasons with no obligation to the prior team.

REGULATION VII - PLAYER RELEASE

In general, the principles of commitment and good sportsmanship should apply. No player may transfer from one team to another after the first date of registration (Sign-up). Any player who transfers between teams is not eligible to participate in league play until his new contract and release have been on file with the General Manager's office. Violation will result in forfeiture of any game played. Player release forms may be downloaded from the website or picked up from the league office.

REGULATION VIII - PLAYING EQUIPMENT

- A. PROTECTIVE HEADGEAR - Will be worn while in the on-deck circle, at bat,

or a base runner during all games, and while at practice. Players coaching in the baseline coaching boxes are required to wear protective headgear. Such headgear must cover the top of the head and have extended ear flaps which cover both ears, and properly fit the player wearing it. PENALTY: If a player refuses to wear headgear, he shall be removed from the game.

B. CATCHER'S EQUIPMENT - Catchers are required to wear a mask with either the throat guard or the mask with the extended throat guard, chest protector, shin guards, a catcher's mitt, athletic supporter and protective cup. In addition, a protective headgear which covers the top of the head, both ears and properly fits the player, must be worn by any catcher at all times, which includes practices, games, or warming up pitchers. Skull cap type head protectors will not be used by players seven through fifteen years old.

C. METAL CLEATS - Will be allowed in the JUNIOR, SENIOR AND HIGH SCHOOL DIVISIONS by players choice. They are prohibited in the ROOKIE, MINOR AND MAJOR DIVISIONS.

D. UNIFORMS - OYBI will provide a cap and shirt for each player. Any team providing their own uniforms, must have a uniform at least consistent with what OYBI provides to teams and must also be matching within that team. All players will be in complete uniform for all league games. There will be no exceptions without the consent of the Commissioner and/or an Assistant Commissioner. Violations could result in suspension and/or removal for the remainder of the season.

E. BAT LIMITATIONS (High School and Senior Divisions, Grades 9-12). All bats must not exceed a -3 rating. Example: A 33" bat must weigh at least 30 ounces. If the umpire observes a violation to this regulation, the bat shall immediately be removed from further use in the game. There shall be no penalty to the batter for use of a non-conforming bat, other than prohibition of its use. All play prior to the bat's removal shall stand, including any hit made immediately prior to its removal.

REGULATION IX - PLAYING SCHEDULES

Playing schedules of all league games will be coordinated by the league presidents, and the Assistant Commissioner of Scheduling. The Olathe Parks and Recreation Department and/or a party appointed by OYBI will determine if playing fields are not in playable condition due to inclement weather, or other reasons. Once games have been canceled, the affected manager cannot, of their own choosing, decide to play the game despite the official cancellation. All scheduled games must be played. The only acceptable reasons for rescheduling are: (1) Games canceled due to inclement weather, rain, heat, etc., and (2) Unavailability, or failure, of lights prior to, or during, the course of a game. Inability of the manager and/or coach to be at a specific game is not valid reason for canceling a game. The manager is expected to arrange for a replacement in the event of his absence. If a manager is aware that his team will be unable to play a scheduled game that does not qualify to be rescheduled, he shall contact the opposing team's manager, his league president, and the Assistant Commissioner of Scheduling. NOTE: THE HOME PLATE UMPIRE AND BOTH TEAM MANAGERS WILL CONFER IF RAIN OR ADVERSE WEATHER CONDITIONS OCCUR JUST PRIOR TO A GAME. THE DECISION BY TWO OF THE THREE PEOPLE WILL STAND. COMMON SENSE AND SAFETY SHOULD BE THE GUIDELINE FOR POSTPONEMENT. A FORFEIT COULD RESULT IF ONE TEAM

FAILS TO SHOW AND NO OFFICIAL DECISION HAD BEEN MADE, OR MUTUAL UNDERSTANDING HAS BEEN REACHED.

REGULATION X - RULES FOR CITY CHAMPIONSHIPS

All City Championships shall be determined by the Board of Directors each year at the last Board Meeting.

ROOKIE LEAGUE CITY CHAMPIONSHIPS may be held at the option of that league's board and with consent of the Commissioner.

REGULAR SEASON RULES APPLY EXCEPT AS SHOWN IN THIS REGULATION

A. No pitcher shall be allowed to pitch in more than six (6) innings (Minors and Majors), seven (7) innings (Juniors and Seniors) in any two (2) successive tournament games.

B. No pitcher in tournament play shall be allowed to pitch in more innings in one game than allowed during the regular season play.

C. Games in which an ineligible pitcher or player has been used shall be declared forfeited.

D. Trips to the mound by a manager or coach may not exceed one trip per pitcher in any one inning. The second trip shall automatically result in the removal of that pitcher from the game.

E. A pitcher, once removed from the mound, cannot re-enter as a pitcher.

F. The same run rule and time limit as used in regular season will apply. In the event a game is called before completion, due to weather or light failure, it shall be completed from the point of discontinuance, with respect to the run rule and remainder of time. ***EXCEPTION: In all grades 3rd and up, the time limit will not apply to the Championship game or games. (This may cause two games to be played under this exception, if the loser bracket team wins the first championship game).***

G. A Protest Committee of at least a League President or one board member shall be present at tournament games. A manager must immediately claim a violation of a rule, at which time play will be suspended until the Protest Committee has made its decision, based upon information received from managers and umpires and the Committee's observations. The Protest Committee's decision will be final. ***Umpires and umpire supervisors cannot settle a protest unless they are a Board Member not involved in the game.*** No protest, except on player's eligibility, will be honored after a game has been completed. Due to time limits the \$100.00 fee will be waived in City Championships, as a City Championship game must be stopped and play resumed only after the protest has been settled.

H. No byes shall be allowed in tournaments after the first round of play.

I. No tournament team shall play in more than two tournament games per day.

J. The placement of teams for tournament play will be as follows:

1. Each division will have one, two or three flight tournaments within that division, each flight played to a championship.

2. All teams, all ages, all divisions will be seeded based on regular season records.

3. In the event there are an uneven number of teams, byes will be awarded to the highest seeded teams to the extent needed for good bracketing.

K. In all Divisions, the regular season league schedule will have preference for completion before the start of City Championships. City Championships will be double elimination, unless time constraints dictate they be single elimination.

L. MANDATORY PLAYING RULE: In the Senior Division each player will play a

minimum of 2 innings in the field, and one at bat. In all other Divisions, the regular season rule will apply. In the event of an injury or ejection, when all of a team's subs have been played, the opposing manager will be allowed to select any player off that team's bench to fill the empty spot. Any violation of this rule will end in forfeiture of the tournament game.

M. Call-up players will be used as outlined in Call-up Player rules, for City Tournaments as in regular season, except as follows: Call-up players in the same grade group may be used if their regular season team is not and has not played in the City championships. Otherwise call-up players will be from the grade group below. There will not be a call-up list for the City championships. No Olathe sanctioned tournament team or Gold Glove player may be used as a call-up player. A call-up player must be in his regular season team uniform. If not, he will not be allowed to play.

N. Home team will be the highest seeded team, and will be in the first base dugout. In the Championship game, the winner bracket team will be the home team. If a second Championship game is needed, the home team will be decided by coin toss and determined at the conclusion of the first game.

O. At no time will a registered Tournament Team play in City Championships in any age group, unless there are 6 or more Tournament Teams and the Tournament Teams pay for Umpires and field prep.

P. At no time will brackets be arranged to let a team play in OYBI City Tournament and an outside tournament.

Q. All managers must notify their league president of their intent to participate in the City Tournament by the Friday closest to the 24th of June. Standings will be used from all games completed by the Sunday prior to the start of the City Tournaments. All City Tournaments shall start on or about the Friday following the 4th of July.

REGULATION XI (RULE 1.09) THE BALL

The Official or Approved ball for league play will be that ball provided by OYBI. ***Tournament teams will be provided baseballs by OYBI. Therefore, Tournament Teams may purchase additional baseballs from OYBI at cost.***

REGULATION XII (RULE 4.06) DISCIPLINE OF TEAM PERSONNEL

In addition to the rules cited, the OYBI shall provide for the immediate suspension of any league personnel for fighting. The terms of this suspension will be determined by a review board of not more than seven (7) persons appointed by the Commissioner.

- A. League personnel ejected from a game for profane or vulgar language, "WILFULL" equipment throwing, for intentional unnecessary roughness or other unsportsmanlike conduct, will automatically be suspended for their teams next game.
- B. An ejected player shall remain in the dugout in uniform for the remainder of the game. An ejected manager, coach or other adult assistant(s) must leave the dugout (see also paragraph E. If the ejected player continues to be a disruption, he shall and his**

manager will be given a warning. If the disruption continues, the player and manager will both be ejected. The ejected player, manager or coach shall serve an automatic one game suspension during the team's next game. During the one game suspension, the ejected personnel cannot be present at the next scheduled game.

- C. Umpires will notify their Umpire Commissioner of any ejection, and be prepared, upon request, to furnish information either verbally or in a written report.
- D. Both managers involved in a game where anyone is ejected, shall contact their League President and the General Manager, and submit a written report on the ejection within 24 hours from the end of the game the ejection occurred.
- E. All ejections are subject to further assessment of any additional penalty by the Executive Board. "Any ejected manager or coach shall leave the ball field immediately remaining no closer to the ball field than the parking lot and shall cease all coaching duties (out of sight and sound). During the one game suspension, the ejected personnel cannot be present at the game. Any ejected player shall remain in the dugout in uniform for the remainder of the game. The ejected manager or coach shall serve an automatic one game suspension during the team's next game." A second ejection shall mean the offender must sit out one more game and be subject to possible further penalty from the BOD. The penalty could include suspension for the remainder of the season. When a person is ejected, the league president must be contacted within 24 hours. A written report from both teams and the umpires involved may be required. In addition, a review of the ejection will be presented to the Commissioner for possible further action. No association member, adult, or player, is allowed to pursue any umpire with continued arguments or harassment after the completion of the game. If permanent suspension of a member is deemed necessary, then such suspension must be processed according to Article VI Bylaws.

REGULATION XIII (RULE 4.19) PROTESTING GAMES

Initially, it should be clearly understood that all members of the OYBI are urged to take precautions to prevent protests. When a protest situation is imminent, the potential offenders should be notified immediately. EXAMPLE: Should a manager, official scorekeeper, league official or umpire discover that a pitcher is ineligible at the beginning of the game, or will become ineligible during the game, or at the start of the next inning of play, the fact should be brought to the attention of the manager of the team involved. SUCH ACTION SHOULD NOT BE DELAYED UNTIL THE INFRACTION HAS OCCURRED. In all disputed plays, a conference between the umpire-in-chief (plate umpire) and the opposing managers should be used to resolve the dispute, rather than file an official protest, providing the resolution is to the satisfaction of the opposing managers. If a protest is to be filed, the following procedure must be followed:

A. No protest will ever be permitted on judgment decisions.

B. Notice that the game is being played under protest must be filed with the umpire-in-chief, by the manager, immediately at the time of the disputed decision, and before the next pitched ball to the batter. The official scorekeeper must be advised by the umpire-in-chief to record the point at which the protested call occurred.

C. A written report, along with a \$100.00 cash fee, setting forth all the facts of the protest must be filed with the Division President within twenty-four (24) hours of the date of the protest. The fee will be returned if the protest is allowed. Failure to file a written protest will negate the protest. This will be waived in City Championships, as a City Championship game must stop and play resumed only after a protest has been settled.

D. Any three (3) officers of the OYBI, not connected with any of the teams involved, will act as the Protest Committee.

E. Before a decision is made by the Protest Committee, a clarification and interpretation of rules may be secured in writing from an umpire's association.

F. Final decision of protest shall be decided by the Protest Committee.

G. In the event that the Protest Committee does not allow the protest, the completed game stands. No further protest will be allowed.

H. In the event that the protest is allowed, the game must be played to a conclusion from the point of protest based upon the ruling and circumstances determined by the Protest Committee. A representative of the Protest Committee shall attend the resumed game, and shall designate the point and circumstances at which the game is to be resumed. Once this has been accomplished, the game shall be turned over to the umpire-in-chief for continuation of play.

As a final point, there has never been a set of rules or laws that are devoid of so-called "loopholes". When it becomes apparent to the Protest Committee that a protest is being made on a minor technical point, or a "loophole", contrary to the acceptable practice of fair-play and good sportsmanship, the spirit of the rule(s), as well as the letter of the rules, will be considered in the final analysis.

REGULATION XIV - SLIDE RULE (RULE 7.08 RUNNER IS OUT)

A base runner shall be called out on any close play when failure to slide or avoid contact prevents the fielder from continuing the play, or places either player in jeopardy of injury. If, in the judgment of the umpire the contact was intentional, the player may be ejected from the game.

REGULATION XV – USSSA STATE TOURNAMENT ELIGIBILITY

This applies to Grade Divisions 5th and up (Major, Prep, Junior, Senior and High School) only.

1. OYBI will sanction each team in league play for all levels (Recreational, Competitive, and Tournament) as specified above with USSSA. OYBI will reimburse any eligible team that has previously paid their team sanctioning fee to play in a USSSA tournament.
2. The 1st place team, in each level of play for the age group specified above,

will be determined by REGULATION XVIII and will be eligible for USSSA State Tournament entrance fee reimbursement from OYBI.

3. USSSA offers tournaments at the following levels of play: Major, AAA, AA and A. Only teams sanctioned as Major or AAA, must qualify to participate in the USSSA State Tournament. There are no qualifications for teams that want to play in the AA or A State Tournaments.
4. For Major and AAA sanctioned teams, to qualify for the State Tournament, they must qualify through USSSA sanctioned State Qualifying Tournaments that are hosted throughout the region. Teams may also qualify through league play in OYBI, if a division contains at least four AAA or Major teams. If a division meets the qualifications, then the method for qualifying for a AAA or Major State berth is as follows:
 - A. One team for every four regular season AAA or Major teams in a division shall receive a USSSA state Tournament berth. In a four team group, the 1st place team will win the right to play in the State Tournament; in an eight team group, the 1st and 2nd place teams will win the right to play in the State tournament and so on for every four teams.
 - B. If a team qualifies for the AAA or Major State Tournament through league play, but has already qualified through a qualifying tournament, then the State berth will be passed down to the next team eligible for State tournament play. However, the 1st place team(s) will still be the only team that receives reimbursement from OYBI for the USSSA State Tournament entrance fee.

It will be the responsibility of the team manager to be knowledgeable of the rules in any tournament that his team plays in. Once the team(s) are determined, all future OYBI related activities will be under the jurisdiction of, and answerable to, the EXBOD of OYBI. The final decision regarding tournament activities of any age group shall rest with the officers of OYBI.

REGULATION XVI - COURTESY RUNNER FOR CATCHER

When there are two outs, and the catcher is a base runner, a courtesy runner may be used so that the catcher can return to the dugout and begin to put on his catcher's equipment. The catcher/runner is the catcher from the previous half inning unless the new catcher was announced prior to his coming to bat. The courtesy runner may be any player, other than the player at bat, on deck or in the hole.

REGULATION XVII - FALL BALL

The overall philosophy of Fall Ball is to provide another opportunity for players to play ball in a format somewhat less structured than is normally associated with the summer league.

The following establishes the framework for the OYBI Fall Baseball Program. It includes General Information, Team Formation and Game Rules.

GENERAL INFORMATION

1. No records of wins or losses, or standings, will be kept.
2. No championships will be setup or played for.
3. Teams will normally be scheduled for two weekend games during a six week period, for a 10 game schedule.
4. Practices should be limited to 1-2 per week, since school will be in session.
5. Equal playing time, while not a rule, is a fundamental precept, get all the kids involved and arrange for equal playing time.
6. Uniforms will consist of a T-Shirt and cap as provided by the League.

TEAM FORMATION

Teams will be formed as follows:

1. Teams will be formed on the basis of age and/or grade levels for the upcoming school year. **For example, summer grade K will play as 1st grade, summer grade 1st will play as 2nd, summer grade 2nd will play as 3rd, and so on.**
2. There will not be a tryout or draft for the formation of teams.
3. Teams for players grade K thru 12 will be solicited by the Fall Ball program.
4. Each grade division will play by the next grade division league rules during Fall Ball, i.e., 3rd grade summer players will play by 4th grade rules.
5. Managers may form a team from a summer team or a combination of summer teams.
6. If a manager forms a team, or a partial team, (6 player roster), it will be the manager's responsibility to register his players as a group, partial rosters will be filled as per paragraph 7.
7. Individual registrations (grade K thru 12) will also be offered, and these players will be assigned to teams by Fall Ball administrators to fill rosters.
8. Fall Ball rosters are independent of summer team affiliations.
9. Grade 9 thru 12 must be aware of KSHSAA rules on High School players, number of players playing on the same team.

GAME RULES

1. Forfeits will be in effect for not being able to field a team within 15 minutes of the scheduled game time. If you are short players, you may call up players from other Fall Ball teams in the same age division.

2. Pitchers are limited to three innings per game.

3. All team batting order will be the team roster. **Players arriving after the game has started will be added to the bottom of the batting order.**

4. Free substitution will apply, except when a pitcher cannot return to the mound during the same inning he has been relieved.

5. An inning shall consist of three outs or five runs, whichever comes first.

6. There is no Mercy Rule.

7. Rain-outs may or may not be made up, depending upon field availability.

8. A regulation game is 1 hour 20 minutes for K and 1st grade league, 1 hour and 40 minutes for the 2nd grade league, and 1 hour and 45 minutes for the 3rd grade league and above. No new inning will be allowed to start or finish. No pitch shall be delivered and there will be no further play. Check with umpire on the start time before the game.

9. No protests will be allowed during the Fall Ball season.

10. A base runner shall be called out when he does not slide or attempt to avoid contact on any close play, and contact is made. In addition, any flagrant or violent contact caused on the part of the base runner shall result in his immediate ejection from the game.

11. Trips to the Mound - Regular season rules apply as per age group.

12. Uniforms will consist of a T-shirt and Cap as provided by the Fall Ball Program.

REGULATION XVIII – DETERMINING LEAGUE CHAMPION

The following criteria will be used to determine a league champion:

- A. Won-Loss Record. If tied, then
- B. Head-to-Head. If tied, then
- C. Best Record Against Highest Seeded Opponent. If tied, then
- D. Use Next Highest Seeded Opponent. If tied, through all opponents, then
- E. Coin toss

FOR THREE TEAM TIES:

- A. Three-team ties will be broken first by best record against each other.
- B. If still a 3 team-tie, best record against the highest seeded opponent will be applied,
- C. And continued to next highest seed until one team stands alone as league champion.

With the remaining two teams that are tied for 2nd place after establishing one of the three as a league champion, the two-way tiebreaker will be applied to determine 2nd and 3rd place.

In the event that two teams do not complete the same amount of games, and one team has played an odd number of games more or less than the other, the team with the higher winning percentage will be awarded the higher place in the standings. If two teams have a difference of an even amount of games, then winning percentage will not apply and “games back” followed by the normal tie breaking procedure will apply.

REGULATION XIX – COACHES CODE OF CONDUCT

Olathe Youth Baseball Inc., is concerned about the conduct of all coaches and umpires during the games at all levels, from recreational to tournament level. We want to ensure that games are fair, positive, and enjoyable experiences for all the players and adults involved.

To clarify expectations of coach conduct, we expect all coaches to conform to this code of conduct:

- 1. Before, during and after the game, be an example of dignity, patience and positive spirit.
- 2. Before a game, introduce yourself to the opposing coach and to the umpire(s).
- 3. During the game, you are responsible for the sportsmanship of your players. If one of your players is disrespectful, irresponsible or overly aggressive, take the

player out of the game at least long enough for him to calm down.

4. During the game, you are responsible for the conduct of the parents of your players. It is imperative to explain acceptable player and parent behavior in a preseason meeting.
5. Encourage them to applaud and cheer for good plays by either team. Discourage them, and you may need to be forceful and direct, from yelling at players and the umpire.
6. During the game, you are also responsible for the conduct of spectators rooting for your team.
7. During the game, do not address the umpire at all. If you have an issue, discuss it with the umpire calmly and patiently. Never discuss the game with the umpire after the game is over.
8. If you have a major complaint, or you think the umpire was unfair, biased, unfit, or incompetent, report your opinion to an OYB representative. Your reactions will be taken seriously if they are presented objectively and formally.
9. When the game is over, thank the umpire and opposing coach and ask your players to do the same.

Umpires, especially young and inexperienced one's, are like your players and yourself, in that they need time to develop. You can play an important role in helping them to improve by letting them concentrate on the game. You can help by encouraging them, by accepting their inevitable, occasional mistakes and by offering constructive post-game comments. On the other hand, you could discourage and demoralize the umpires by criticizing their decisions. By verbally abusing them and inciting or even accepting your own player's overly aggressive behavior.

Your example is powerful, for better or worse. If you insist on fair play, concentrate on your player's enjoyment of the game, and their development, and your support of the umpires, your players, and their parents will notice. If you encourage, or allow your players to play outside the rules, players and parents will notice.

Coaches who do not follow the expectations described will be disciplined or removed.

“A nickel ain't worth a dime anymore.” Yogi Berra

“We were overwhelming underdogs.” Yogi Berra

**“It's never happened in World Series history, and it hasn't happened since.”
Yogi Berra**

SPECIAL PLAYING RULES
HIGH SCHOOL DIVISION (GRADES 12 & UNDER)
SENIOR DIVISION (GRADE 10 & UNDER)
JUNIOR DIVISION (GRADES 8 & UNDER)

ALL HIGH SCHOOL, SENIOR AND JUNIOR DIVISION GAMES SHALL BE PLAYED ACCORDING TO THE RULES AND REGULATIONS AS ISSUED BY OYBI, AND THE OFFICIAL BASEBALL RULES. In case of any conflict between the rules of the OYBI and the rules of the American League, the OYBI rules shall take precedence.

HIGH SCHOOL DIVISION - Rosters are recommended to be of not less than 13 nor more than 15 players.

PITCHING LIMITATIONS

1. A pitcher, regardless of age, may pitch 7 innings per calendar week.
 - a. Applies to all regulation games regardless of when played. This includes rescheduled and makeup games.
 - b. If a pitcher delivers 1 pitch in an inning, that pitcher shall be charged for 1 inning pitched.

EXCEPTION: 1. All pitchers shall be allowed to pitch a maximum of 10 innings in a four (4) game week. (Monday thru Sunday). This does not mean a rained-out game re-scheduled in the same week becomes a four (4) game week. All rest days, etc., shall still apply.

2. The calendar week is Monday through, and including, Sunday.
3. A pitcher must have 2 calendar days rest between pitching assignments in which a player pitches in more than 3 innings. Each game in which a pitcher pitches is considered an assignment. (Ex. a player pitching in more than 3 innings on Sunday can not pitch again until Wednesday.)
4. Games in which an ineligible pitcher has been used, as specified in paragraphs 1, 2 and 3, shall be declared forfeited.

A PITCHING ELIGIBILITY CHART or an equally informational entry in the scorebook shall be kept by all teams, showing pitcher's name, day, and date of each game pitched, and number of innings pitched per game. Charts are to be made available to League Officials upon request. Team managers will meet before the game to learn of each others available pitchers, and at the completion of the game, the managers, or their scorekeepers, will meet to update and co-sign each teams chart. PENALTY FOR FAILURE TO MAINTAIN AND PRESENT PITCHING CHARTS: (A) First and Second violations-Manager will receive a warning and be reminded of this responsibility. (B) Any additional violation will result in a one game suspension; and the League President and Director will review the manager's status for possible further discipline.

NOTE: Failure to maintain the Pitching Chart places the manager in jeopardy of being able to verify the eligibility of his pitchers.

RULE 1.04 - PLAYING FIELD DIMENSIONS

A. HIGH SCHOOL & SENIOR DIVISION - Regulation baseline and pitching distances.

B. JUNIOR DIVISION - Baseline, 80 feet, pitching distance 54 feet.

RULE 3.03 - SUBSTITUTIONS AND RE-ENTRY:

A. Any player may be withdrawn and re-entered later. When re-entered, a player can be placed anywhere in the batting order as long as his substitute comes to bat before the re-entered player. A player withdrawn from the batting order shall sit out 3 defensive outs and 3 offensive outs before being placed back into the batting order. A player who has been withdrawn from the game may re-enter, but cannot be withdrawn again until he bats. When the starting pitcher is withdrawn, **for a courtesy runner**, while playing as a batter or base runner, he may re-enter the game immediately. If the starting pitcher is removed from the game because of a second trip in the same inning, he may re-enter the game in any position with the exception of pitcher.

B. If a pitcher illegally starts or re-enters, and throws one pitch, the game will be declared a forfeit. If he has not thrown a pitch he shall be removed from the mound immediately. If a player re-enters illegally as a fielder or runner, there is no penalty except that he must be removed from the game immediately when discovered. If he re-enters illegally as a batter and reaches base, he will be declared an out if discovered before the first pitch to the next batter.

C. All substitutions are to be made between innings or during time outs.

D. INJURY OR EJECTION

In the event of an injury or ejection, when all of the team's subs have been played, the opposing manager will be allowed to select any player off that team's bench to fill the empty spot.

E. INTERPRETATIONS OF THIS RULE:

1. This rule applies to both local league and city tournament play.

2. A pitcher, once removed from the mound, cannot re-enter as a pitcher.

3. A substitute may replace a substitute, and the starting player may re-enter for the substitute.

RULE 3.19 - MANDATORY PLAYING RULE

A. HIGH SCHOOL & SENIOR DIVISION: There will be a minimum of six consecutive defensive outs, and one at bat, played by each player per game.(See Rule 6.01 - Batting Order, Paragraph A).

B. JUNIOR DIVISION: There will be a minimum of six consecutive outs by each player per game. In addition, each player will play a minimum of four (4) complete games without being substituted for. (See Rule 6.01 - Batting Order, Paragraph B)

C. CALL-UP PLAYERS: If a 6th, 7th or 8th grade player is called up, he will play 2 innings, and bat once, in a 7 inning game. NOTE: 6th, 7th or 8th grade players will only be called up at the manager's option, if there are 9 or less of a team's rostered players for that game. Be sure to have your player understand the playing regulations at the time of call up, so that there is no misunderstanding as to his playing time for that game. All call-up players shall be in THEIR regular season team uniform. Managers calling up players will NOT give these players a team uniform to wear.

NOTE: Call-up players cannot be played IF a regular player is on the bench, other than for the mandatory 2 innings, and once at bat. PENALTY - Any violations will result in the players offended being played for the entire following game, or the next game following discovery of the violation. Penalty for non-compliance with Local Rule #6 will be: for the first violation, the manager will be suspended for two games. For the second violation the manager will be removed from his managerial position. During the suspension the

manager cannot attend the games. Managers will be responsible for Mandatory Playing Rule requirements. THIS WILL BE ENFORCED.

As a matter of normal participation, players are expected to attend practices as well as games. In the event a manager feels a player is not practicing enough to warrant playing in games, the following course of action is recommended.

1. When it becomes apparent that there is an attendance problem, the manager should discuss the matter with the player and parents to see if the situation can be resolved. It should be mentioned at this time that continued absenteeism could affect his game playing status. The manager must also notify the President.

2. If the problem continues, and the manager determines that he must withhold the player from a game, only the President can give permission to impose the discipline. The manager must notify the player, and his parents, at least 1 day prior to the game he is to set out. The opposing team manager and umpires should also be notified once this action has been taken. The provisions of the mandatory playing rule will not apply to this player.

RULE 4.10 (a) A REGULATION GAME - A regulation game shall consist of the MERCY RUN RULE 4.10(a), TIE GAME RULE 4.12 (d) or, seven (7) innings or one hour 50 minute time limit. ***If a game is called due to rain, weather, light failure (in the case of a night game) or to other acts of God, it is a regulation game if: four (4) innings have been completed or if the home team has scored more runs in 3 ½ innings than the visiting team has scored in four. Games that cannot be declared a regulation game by the Rules shall be a suspended game. Refer to the Major League Rules regarding suspended games.*** NOTE: An inning begins the instant the last out of the previous half inning is made. Therefore, where reference in official Baseball Rules, here or elsewhere, is made to nine innings, substitute the word "seven" for "nine". "Games that are tied at the end of seven innings shall continue as an extra inning game in accordance with established rules or until the time limit comes into effect. (See 3. (B). TIME LIMITS - EXCEPTION). An inning begun before the expiration of the time limit will be allowed to continue until completion. If a game does not reach game regulation in its required time limit and a team is ahead by 7 or more runs, it will be entered in the record book as a game played as to win or loss. NOTE: SEE LOCAL RULES, PARAGRAPH 3(E).

RULE 4.10(a) – MERCY RULE – A league game will be terminated when one team is ahead of the other by 15 runs after 3 innings, 12 runs after 4 innings, or 8 runs after 5 innings. Note: In enforcing this rule, the home team shall not bat if the mercy requirement is met prior to the bottom half of the listed inning. Also, a game shortened by this rule is declared official. Managers are encouraged to make sure all substitutions are put into the game after 1 hour of playing time, in order to give all players an equitable share of playing time in this situation.

RULE 4.10(d) - TIE GAME - In the case of a "tie game" the results are entered into league records as a "tie game", and are so indicated in the standings. After the regular season is concluded, if the tie game affects first or second place of either team involved, the game will be completed from the point of the tie, or if a complete 7 inning game, as if an extra inning game. Pitching eligibility for the re-play is determined according to the calendar week in which the game is re-played. If the tie game did not affect first or second place standings, it remains as originally recorded.

RULE 4.12(b) - SUSPENDED GAMES - Games that cannot be declared a regulation game by the Rules shall be a suspended game. Refer to the Major League Rules regarding suspended games. All such games, regardless of inning, shall be resumed from the point of suspension, and played to the completion of seven innings, or the remainder of the original time limit.

RULE 4.15(a) GAME START UP - All divisions shall play, even if both teams have at least eight players. There will be no automatic out for batting order of less than nine players, and late arriving players will be added to the end of the batting order. There will be no grace period. Games shall start on time. There shall be no delay from scheduled game time in order for teams to practice. Managers are not allowed to "cancel out" games at their discretion. There will be no grace period allowed merely to wait on key players. In addition, to begin a game, there should generally be an official umpire. In the event a game does not start on time, due to late arrival of umpires, field not ready, etc., the time limit hour will be adjusted to one hour 50 minutes from first pitch. In the event only one official umpire is present, a substitute umpire selected must be acceptable to both managers. If both official umpires are absent, a member of the Board will be selected first to officiate: if not available, a person selected and approved by both opposing managers will be chosen.

*IN SENIOR DIVISION, SEE PROVISIONS OF 3.(A), TIME LIMITS, SHOWN UNDER LOCAL RULES.

RULE 6.01 - BATTING ORDER

A. HIGH SCHOOL & SENIOR DIVISION – Each manager has a choice of any of the following three (3) options for a lineup prior to the start of a game. Both managers need not use the same option but must use that option for the duration of that game. Option 1 - The standard 9 player lineup: Option 2 - A 10 player lineup using an extra hitter; or, Option 3 - Every player of the offensive team shall be in the batting order. Designated hitters will not be allowed. Deviations from the option selected will not be allowed once the game begins. If options 1 and 2 are used, failure to maintain the same number of players in the lineup throughout the game will result in an out each time that position in the lineup comes up. Exception: Play may begin with 8 available players without penalty. Once a 9th player arrives, the team must maintain a 9 player lineup (may not build to 10), and maintain that for the duration of the game, or be subjected to the automatic out rule. A team may not compete with less than 8 players and a forfeit will be declared. If option 3 is used, if, for any reason, a player must be removed from the game while in the field or at bat and his batting position becomes vacant, the next batter in the order, and all behind him, advance one position. If a player is at bat and is injured, and has to be removed from the game, the next player in the batting order will assume the "count" of the "removed" player. Player(s) arriving after a team's first batter has been to bat are added to the bottom of the order. NOTE: When for scheduling purposes Tournament level teams are playing teams from the regular league (non-tournament teams), both teams will use option 3.

B. JUNIOR DIVISION - Every player of the offensive team shall be in the batting order, and shall bat in the order that his name appears in the team's batting order. If, due to injury or illness, or for any other reason, a player must be removed from the game while in the field, or at bat, his batting position becomes vacant and the next

batter in the order, and all behind him will advance one position. Player(s) arriving after a team's first batter has been up to bat, are added to the bottom of the order.

RULE 8.01 - THE PITCHER - Official Baseball rules apply, and state that the pitcher must take signs from the catcher while standing on the rubber. PENALTY - After a warning by the umpire, on the next offense, the pitcher, shall be removed from the mound, as a pitcher, for the remainder of the game.

RULE 8.03 - THE PITCHER - When a pitcher takes his position at the beginning of each inning, or when he relieves another pitcher, he shall be permitted to pitch no more than eight preparatory pitches to his catcher.

RULE 8.06 – TRIPS TO THE MOUND

A manager or a coach can make only one trip to the mound per pitcher in any one inning without removing that pitcher. The second trip will result in the removal of that pitcher. Anytime a coach or manager proceeds across the foul lines, or has a conference with another player for the purpose of relaying information to the pitcher, it will count as a "trip to the mound." This liberal trip rule is designed to foster an instructional environment for pitchers. However, it should be used judiciously. If an umpire interprets the number of trips to the mound to be excessive, he may invoke Delay of Game rule 4.15.

***** LOCAL RULES *****

1. HOME TEAM DUG-OUT - The FIRST BASE dug-out shall be the home team dug-out, and THIRD BASE dug-out the visiting team.

2. GAME TIMES - When all parties involved are present, e.g. umpires, manager, and players, the games are to begin as scheduled (OR EARLIER IF MUTUALLY AGREEABLE).

Evening games when two games are scheduled:

(Note – One year trial times for 2011 season).

Game 1 – 6:15pm

Game 2 – 8:30pm

NOTE: See paragraphs 3.(A) and 3.(B) below.

Evening or Single game: See paragraph 3.(C) below.

Saturday and Sunday game times: As scheduled

NOTE: See paragraph 3.(D) below.

NOTE: If the start of a game is delayed by the late arrival of an umpire, the one hour 50 minute time limit will begin when the first pitch is made.

3. (A). TIME LIMITS - First game: One hour 50 minute during a weeknight. The official start of the game will be **6:15pm and official ending at 8:05pm**. A league official may authorize a delay in the starting time for situations beyond the control of the opposing teams (i.e. weather or late umpires). A new inning cannot be started after **8:05pm**. However, an inning in progress at **8:05pm** can be completed. NOTE: Next inning starts after the final out of the previous inning.

(B). In the event of a tie game, no new inning will start after the one hour 50 minute time limit. However, an inning in progress can be completed. EXCEPTION: An **8:30pm** game, which is still a tie game after the one hour 50 minute time limit has expired but still has time before the city 11:00pm curfew, will be allowed to continue until

the curfew time. An inning in progress at curfew can be completed.

If the start of a game is delayed past its scheduled start time, due to a prior game ending late, the time limit will begin when the first pitch is made. Both teams are expected to be ready to play in no less than 10 minutes but no more than 15 minutes after the end of the previous game. The start of the game shall not be delayed to provide one or both teams infield practice, warming up the starting pitcher, setting lineups, etc. The umpire-in-chief has the authority to begin the time limit prior to the first pitch if one or both teams are delaying the start of the game, and he feels enough time has been allowed for both teams to be ready to play.

(C). A Single game that is tied will continue play either until 20 minutes prior to the next scheduled game or to the 11:00pm curfew. (Note: A Single game is defined as a game that is not being immediately followed by another scheduled game).

(D). Saturday and Sunday games – One hour 50 minute, which will start at the first pitch. No new inning can be started after the time limit is reached. However, an inning in progress at the end of the time limit can be completed.

(E). In those instances where an inning may be started or has started prior to the "one hour 50 minute time limit" rule, the Manager of the trailing team at his option may "concede" the game prior to or during the inning, regardless of who is at bat. The "trailing" Manager shall so notify the umpire that they wish to conclude the game under the "concession" rule. The game shall be treated as a completed game for purposes of compliance with all other league rules (e.g., score, innings pitched, innings played, ejection's, suspensions, etc.) and not as a forfeit. NOTE: This is designed primarily for "lopsided" games where continued play would unduly lengthen the duration of the game and/or unreasonably delay the start of a subsequent game.

4. LINE UP - Starting line up must be written out and exchanged 15 minutes prior to the start of the game. Both teams will notify each other immediately of substitutions, and make sure changes are noted correctly in both team's scorebooks. All substitutions are to be made between innings or during time outs. Starting line up must include the team roster (First and Last Name and shirt number). Managers will turn in the names of players present and not present for all games, to the official scorekeeper.

The scorebook must list the first and last names, and uniform number of all rostered players, present or not. The reason for absences must be noted in the scorebook. (illness, injury, vacation, etc..)

5. SCOREKEEPERS - Home Team Managers will have the full responsibility as the official scorekeeper for all games. It will be his duty to see that the game is recorded correctly.

6. Batted balls hitting a light pole or electric wire in fair territory above the fence line is a home run.

7. A batted fair ball bouncing over, through, or under the fence, the batter and runner(s) will advance two (2) bases from their starting position.

8. On overthrows at 1st and 3rd bases which go over, through, or under the fence, the runner(s) is (are) allowed the base to which advancing, plus one additional base. NOTE: Be sure to instruct your fielders to hold up both arms if this occurs, for umpires to verify and place runners on the proper bases. EXAMPLE: Runner caught in run-down between 1st and 2nd base, ball is thrown out of play as runner is heading for 1st, he allowed the base he is advancing (1st) plus one (2nd). Same play he is heading for 2nd, ball is thrown out of play, he is awarded base advancing to (2nd) plus one (3rd).

9. On overthrows at 1st and 3rd bases, when the ball remains in the playing area, runners advance at their own risk.

10. A pitched ball, lodging in the backstop is a dead ball. Runner(s) may advance one base.

11. The dug-out is defined as the fenced area surrounding the player's bench. However, the dug-out may be extended one fence section beyond the entrance to the dug-out, if player's equipment is located in this area.

SPECIAL PLAYING RULES, MAJOR DIVISION (5th and 6th Grade League

MAJOR DIVISION GAMES shall be played according to the Official Baseball Rules 1.00 through 8.06, with the following exceptions: In case of any conflict between the rules of the OYBI and the Official Baseball Rules, the OYBI rules shall have precedence.

THIS DIVISION WILL HAVE SEPARATE LEAGUES FOR GRADE 5 AND 6

PITCHING LIMITATIONS -

1. A pitcher, regardless of age, may pitch 6 innings per calendar week.
 - a. Applies to all regulation games regardless of when played. This includes rescheduled and makeup games.
 - b. If a pitcher delivers 1 pitch in an inning, that pitcher shall be charged for 1 inning pitched.

EXCEPTION: All pitchers shall be allowed to pitch a maximum of 9 innings in a four (4) game week (Monday thru Sunday). This does not mean a rained-out game re-scheduled in the same week becomes a four (4) game week. All rest days, etc., shall still apply.

2. The calendar week is Monday through, and including, Sunday.
3. A pitcher must have 2 calendar days rest between pitching assignments in which he pitches in more than 3 innings. A pitcher may pitch the next day after having pitch less than 3 innings in a game. Each game in which a pitcher pitches is considered an assignment. (Example - A player pitching in more than 3 innings on Sunday cannot pitch again until Wednesday).
4. Games in which an ineligible pitcher has been used, as specified in paragraphs 1, 2 and 3, shall be declared forfeited.

A Pitching Eligibility Chart or an equally informational entry in the scorebook shall be kept by all teams showing pitcher's name, day and date of each game pitched, and number of innings pitched per game. Team managers will meet before the game to learn of each others available pitchers. At the completion of the game, the managers or their scorekeepers will meet to update and co-sign each teams chart. **PENALTY FOR FAILURE TO MAINTAIN AND PRESENT PITCHING CHARTS:** (A) First and Second violations-Manager will receive a warning and be reminded of this responsibility. (B) Any additional violation will result in a one game suspension, and the League President and Director will review the manager's status for possible further discipline.

NOTE: Failure to maintain the Pitching Chart places the manager in jeopardy of being able to verify the eligibility of his pitchers.

RULE 1.04 THE PLAYING FIELD DIMENSIONS

A. Home to 2nd base	98.99 feet
B. Base line length	70 feet
C. Pitching Distance	50 feet 6 inches
D. Height of Mound	8 inches

RULE 1.10 - THE BAT

Metal and composition bats, as well as wooden bats, fitting the description of Baseball Rule 1.10 are acceptable.

RULE 3.03 – SUBSTITUTIONS

A pitcher, once removed from the mound, cannot re-enter as a pitcher. If a player re-enters illegally as a fielder, or runner, there is no penalty except that he must be removed from the game immediately when discovered.

RULE 3.19 - MANDATORY PLAYING RULE

Each player must be played a minimum of three full innings in the field (9 nine defensive outs) in each game. Substitutes must enter the game by the beginning of the 3rd inning.

PENALTY - A manager's misuse or violation of this rule will subject the manager to possible dismissal as a manager, and/or forfeiture of the game. The first violation will result in the player(s) offended being played for the entire following game. The second violation will result in the player(s) offended being played for the entire following game, and the manager will be placed on a one game suspension. The third violation will result in the player(s) offended being played for the entire following game; the manager will be suspended for the remainder of the season, and lose eligibility to participate in the program the following season. During play-off or tournament games, failure to comply with these rules will result in forfeiture of the game.

As a matter of normal participation, players are expected to attend practices as well as games. In the event a manager feels a player is not practicing enough to warrant playing in games, the following course of action is recommended:

1. When it becomes apparent that there is an attendance problem, the manager should discuss the matter with the player and parents to see if the situation can be resolved. It should be mentioned at this time that continued absenteeism could affect his game playing status.

2. If the problem continues, and the manager determines that he must withhold the player from a game, the player and parents should be notified prior to that game. In addition, the Player Agent and the opposing team manager should be notified prior to the game. This action having been taken, the provisions of the mandatory playing rule will not apply to this player.

RULE 4.10 A REGULATION GAME

A Major Division game shall consist of six (6) innings, or the one hour, 50 minute time limit. ***If a game is called due to rain, weather, light failure (in the case of a night game) or to other acts of God, it is a regulation game if: three (3) innings have been completed or if the home team has scored more runs in 2½ innings than the visiting team has scored in three. Games that cannot be declared a***

regulation game by the Rules shall be a suspended game. Refer to the Major League Rules regarding suspended games. NOTE: An inning begins the instant the last out of the previous half inning is made. Therefore, where reference in official Baseball Rules, here or elsewhere, is made to nine innings, substitute the word "six" for "nine". "Games that are tied at the end of six innings shall continue as an extra inning game in accordance with established rules, or until the one hour, 50 minute time limit comes into effect. An inning begun before the expiration of the time limit will be allowed to continue until completion." EXCEPTION: An **8:30pm** game, which is still a tie game after the one hour, 50 minute time limit has expired but still has time before the city 11:00pm curfew, will be allowed to continue until such curfew time. An inning in progress at curfew can be completed.

(NOTE). In those instances where an inning may be started or has started prior to the "one hour, 50 minute time limit" rule, the Manager of the trailing team at his option may "concede" the game prior to or during the inning, regardless of who is at bat. The "trailing" Manager shall so notify the umpire that they wish to conclude the game under the "concession" rule. The game shall be treated as a completed game for purposes of compliance with all other league rules (e.g., score, innings pitched, innings played, ejection's, suspensions, etc.) and not as a forfeit. NOTE: This is designed primarily for "lopsided" games where continued play would unduly lengthen the duration of the game and/or unreasonably delay the start of a subsequent game.

RULE 4.10(a) – MERCY RUN RULE

FOR RECREATION DIVISION ONLY – 8 runs per inning (an at bat).

For all games whether Recreation or Competitive Divisions:

A 6 inning league game will be terminated when one team is ahead of the other by 15 runs after 3 innings, 12 runs after 4 innings, or 8 runs after 5 innings. Note: In enforcing this rule, the home team shall not bat if the mercy requirement is met prior to the bottom half of the listed inning. Also, a game shortened by this rule is declared official, however the teams at their discretion may continue to play until time limit for practice purposes. The use of this rule will waive the mandatory playing rule for that game only. Managers are encouraged to make sure all substitutions are put into the game after 1 hour of playing time, in order to give all players an equitable share of playing time in this situation.

RULE 4.10(d) - TIE GAME

In case of a "tie game" the results will be entered into league records as a "tie game" and will be indicated as such in the standings. After the regular season is concluded, if the tie game affects first or second place of either team involved, the game will be re-played as a new game. Pitching eligibility for the re-play will be determined according to the calendar week in which the game is re-played. If the tie game did not effect first or second place standings, it remains as originally recorded.

RULE 4.12(b) - SUSPENDED GAMES

Games that cannot be declared a regulation game by the Rules shall be a suspended game. Refer to the Major League Rules regarding suspended games. All such games, regardless of inning, shall be resumed from the point of suspension and played to the completion of six innings, or the remainder of the original one hour, 50 minute time limit.

RULE 4.15(a) GAME START UP

All divisions shall play if both teams have at least eight players. There will be no automatic out for batting order of less than nine players, and late arriving players will be added to the end of the batting order. There will be no grace period. Games will start on time. There will be no delay from scheduled game time in order for teams to practice. Managers are not allowed to "cancel out" games at their discretion. There will be no grace period allowed merely to wait on key players. To begin a game, there should generally be 2 official umpires. In the event only one official umpire is present, a substitute umpire will be selected, and must be acceptable to both managers. If both official umpires are absent, a member of the Board will be selected first, to officiate: if not available, a person selected and approved by both opposing managers will be chosen. NOTE: If the start of a game is delayed by the late arrival of an umpire, the one hour, 50 minute time limit will begin when the first pitch is made.

RULE 6.01(a) - BATTING ORDER

Every player of the offensive team will be in the batting order, and will bat in the order that his name appears. If, for any reason, a player must be removed from the game while in the field or at bat and his batting position becomes vacant, the next batter in the order, and all behind him, advance one position. If a player is at bat and is injured, and has to be removed from the game, the next player in the batting order will assume the "count" of the "removed" player. Player(s) arriving after a team's first batter has been to bat are added to the bottom of the order.

RULE 8.01 - THE PITCHER

American League Rule applies: The pitcher must take signs from the catcher while standing on the rubber. PENALTY - After a warning by the umpire, on the next offense, the pitcher, shall be removed from the mound, as a pitcher, for the remainder of the game.

RULE 8.03 - When a pitcher takes his position at the beginning of each inning, or when he relieves another pitcher, he will be permitted to pitch a maximum of eight preparatory pitches to his catcher.

RULE 8.06 – TRIPS TO THE MOUND

A manager or a coach can make only one trip to the mound per pitcher in any one inning without removing that pitcher. The second trip will result in the removal of that pitcher. Anytime a coach or manager proceeds across the foul lines, or has a conference with another player for the purpose of relaying information to the pitcher, it will count as a "trip to the mound." This liberal trip rule is designed to foster an instructional environment for pitchers. However, it should be used judiciously. If an umpire interprets the number of trips to the mound to be excessive, he may invoke Delay of Game rule 4.15.

"It's déjà vu all over again." Yogi Berra

SPECIAL PLAYING RULES, MINOR DIVISION (3rd and 4th Grade Leagues)

MINOR DIVISION GAMES shall be played according to the Official Baseball Rules 1.00 through 8.06, with the following exceptions: In case of any conflict between the rules of the OYBI and the Official Baseball Rules, the OYBI rules shall have precedence.

THIS DIVISION WILL HAVE SEPARATE LEAGUES FOR 3RD AND 4TH GRADES

PITCHING LIMITATIONS

A. A pitcher shall be allowed to pitch up to a limit of eight innings in a calendar week. However, he may only pitch six innings in any two successive games, irregardless of the calendar week limitation. A calendar week is Monday through Sunday. It therefore follows, by provisions of this rule, that a pitcher who pitches six innings in a game, will be unable to pitch in the team's next game, regardless when played. NOTE: Forfeited or rained-out game(s) do not count as a game played in regards to pitching eligibility. Example: A pitcher pitches 4 innings on Monday, next game is forfeited or rained-out on Wednesday, the pitcher then has as many as 2 innings left to pitch in his next game. If a pitcher delivers one (1) pitch in an inning, that pitcher shall be charged for one (1) inning pitched. Games in which an ineligible pitcher has been used as specified above, shall be declared forfeited.

B. Violation of any section of this regulation can result in a protest of the game in which it occurs. A protest shall be made in accordance with Regulation XIII, rule 4.19
PROTESTING GAMES.

C. The withdrawal of an ineligible pitcher after that pitcher is announced, but before a ball is pitched, shall not be considered a violation.

D. Innings pitched in games declared "no contest" or "regulation drawn games", shall be charged against a pitcher's eligibility for that week. If resumed in the following week, or weeks, the pitcher of record may continue up to six (6) innings, or to the extent of remaining eligibility for a calendar week.

E. Pitchers eligibility for canceled games:

a. A pitcher's eligibility for the resumption of a suspended game during the same calendar week shall not change. Total innings per week will remain the same.

b. If a suspended game is continued in a week other than the originally scheduled game, the pitcher is subject to rules A through E in this section (pitching limitations).

A Pitching Eligibility Chart or and equally informational entry in the scorebook shall be kept by all teams showing pitcher's name, day and date of each game pitched, and number of innings pitched per game. Team managers will meet before the game to learn of each others available pitchers. At the completion of the game, the managers or their scorekeepers will meet to update and co-sign each teams chart. **PENALTY FOR FAILURE TO MAINTAIN AND PRESENT PITCHING CHARTS:** (A) First and Second violations-Manager will receive a warning and be reminded of this responsibility. (B) Any additional violation will result in a one game suspension, and the League President and Director will review the manager's status for possible further discipline.

NOTE: Failure to maintain the Pitching Chart places the manager in jeopardy of being able to verify the eligibility of his pitchers.

RULE 1.04 - THE PLAYING FIELD DIMENSIONS

- A. Home to 2nd base
- B. Base Line Length 65 feet
- C. Pitching Distance 46 feet

RULE 1.10 - THE BAT

Metal bats, as well as wooden bats, fitting the description of BASEBALL RULE 1.10 are acceptable.

RULE 2.00 - DEFINITION OF TERMS:

STRIKE ZONE - That area over home plate, to include the black beveled edge, which is from under the chin to the top of the knees when the batter assumes a natural stance. The umpire shall determine the strike zone according to the batter's usual stance when that batter swings at a pitch.

AN INNING (3RD GRADE ONLY) - Is that portion of a game within which the teams alternate on offense and defense, and in which there are either three putouts or eight runs maximum, whichever occurs first for each team, but only eight (8) runs will be counted. Each team's time at bat is a half-inning. It will be held that an inning starts the moment the third out is made completing the preceding inning. If the eighth run scores while the ball is still alive and in play, the play should be completed before the inning is considered ended.

RULE 3.03 - SUBSTITUTIONS

A pitcher, once removed from the mound, cannot re-enter as a pitcher. If a player re-enters illegally as a fielder, or runner, there is no penalty except that he must be removed from the game immediately when discovered.

RULE 3.19 - MANDATORY PLAYING RULE

Each player must be played a minimum of three full innings in the field (9 defensive outs) in each game. Substitutes must enter the game by the beginning of the 3rd inning.

PENALTY - A manager's misuse or violation of this rule will subject the manager to possible dismissal as a manager, and/or forfeiture of the game. The first violation will result in the player(s) offended being played for the entire following game. The second violation will result in the player(s) offended being played for the entire following game, and the manager will be placed on a one game suspension. The third violation will result in the player(s) offended being played for the entire following game, and the manager being suspended for the remainder of the season and lose eligibility to participate in the program the following season. During play-off or tournament games, failure to comply with these rules will result in forfeiture of the game.

As a matter of normal participation, players are expected to attend practices as well as games. In the event a manager feels a player is not practicing enough to warrant playing in games, the following course of action is recommended:

1. When it becomes apparent that there is an attendance problem, the manager should discuss the matter with the player and parents to see if the situation can be resolved. It should be mentioned at this time that continued absenteeism could affect his game playing status.

2. If the problem continues, and the manager determines that he must withhold the player from a game, the player and parents should be notified prior to that game. In addition, the Player Agent and the opposing team manager should be notified prior to the game. This action having been taken, the provisions of the mandatory playing rule will not apply to this player.

RULE 4.10 A REGULATION GAME

A MINOR DIVISION game shall consist of six (6) innings, or the one hour, 50 minute time limit. ***If a game is called due to rain, weather, light failure (in the case of a night game) or to other acts of God, it is a regulation game if: three (3) innings have been completed or if the home team has scored more runs in 2½ innings than the visiting team has scored in three. Games that cannot be declared a regulation game by the Rules shall be a suspended game. Refer to the Major League Rules regarding suspended games.*** NOTE: An inning begins the instant the last out of the previous half inning is made. Therefore, where reference in official Baseball Rules, here or elsewhere, is made to nine innings, substitute the word "six" for "nine". "Games that are tied at the end of six innings shall continue as an extra inning game in accordance with established rules, or until the one hour, 50 minute time limit comes into effect. An inning begun before the expiration of the time limit will be allowed to continue until completion." EXCEPTION: An **8:30pm** game, which is still a tie game after the one hour, 50 minute time limit has expired but still has time before the city 11:00pm curfew, will be allowed to continue until such curfew time. An inning in progress at curfew can be completed. NOTE: In those instances where an inning may be started or has started prior to the "one hour, 50 minute time limit" rule, the Manager of the trailing team at his option may "concede" the game prior to or during the inning, regardless of who is at bat. The "trailing" Manager shall so notify the umpire that they wish to conclude the game under the "concession" rule. The game shall be treated as a completed game for purposes of compliance with all other league rules (e.g., score, innings pitched, innings played, ejection's, suspensions, etc.) and not as a forfeit. NOTE: This is designed primarily for "lopsided" games where continued play would unduly lengthen the duration of the game and/or unreasonably delay the start of a subsequent game.

RULE 4.10(a) – MERCY RUN RULE

FOR RECREATION DIVISION ONLY – 8 runs per inning (an at bat).

For all games whether Recreation or Competitive Divisions:

A 6 inning league game will be terminated when one team is ahead of the other by 15 runs after 3 innings, 12 runs after 4 innings, or 8 runs after 5 innings. Note: In enforcing this rule, the home team shall not bat if the mercy requirement is met prior to the bottom half of the listed inning. Also, a game shortened by this rule is declared official, however the teams at their discretion may continue to play until time limit for practice purposes. The use of this rule will waive the mandatory playing rule for that game only. Managers are encouraged to make sure all substitutions are put into the game after 1 hour of playing time, in order to give all players an equitable share of playing time in this situation.

RULE 4.10(d) - TIE GAME

In case of a "tie game" the results are entered into league records as a "tie game", and are so indicated in the standings. After the regular season is concluded, if the tie game affects first or second place of either team involved, the game is re-played as a new game. Pitching eligibility for the re-play is determined according to the calendar week in which the game is re-played. If no league standings are affected by the tie game, it remains as originally recorded. In order for a game to be declared a tie game by the umpire, it must be a regulation game.

RULE 4.12(b) - SUSPENDED GAMES

Games that cannot be declared a regulation game by the Rules shall be a suspended game. Refer to the Major League Rules regarding suspended games. All such games, regardless of inning, shall be resumed from the point of suspension and played to completion of six innings, or the remainder of the original one hour, 50 minute time limit.

RULE 4.15(a) GAME START UP

All divisions shall play if both teams have at least eight players. There will be no automatic out for batting order of less than nine players, and late arriving players will be added to the end of the batting order. There will be no grace period. Games shall start on time. There shall be no delay from scheduled game time in order for teams to practice. Managers are not allowed to "cancel out" games at their discretion. There will be no grace period allowed merely to wait on key players. To begin a game, there should generally be 2 official umpires. In the event only one official umpire is present, a substitute umpire selected must be acceptable to both managers. If both official umpires are absent, a member of the Board will be selected first to officiate: if not available, a person selected and approved by both opposing managers will be chosen. NOTE: If the start of a game is delayed by the late arrival of an umpire, the one hour, 50 minute time limit will begin when the first pitch is made.

RULE 6.01(a) - BATTING ORDER

Every player of the offensive team shall be in the batting order and shall bat in the order that his name appears. If for any reason a player must be removed from the game while in the field, or at bat, his batting position becomes vacant, the next batter in the order, and all behind him, advance one position. If a player is at bat and is injured, and has to be removed from the game, the next player in the batting order will assume the "count" of the "removed" player. Player(s) arriving after a team's first batter has been to bat are added to the bottom of the order.

RULE 6.05 - A BATTER IS OUT WHEN - Change paragraph (c) to read:

(c) A third strike is caught or not caught by the catcher.

RULE 7.13 – RUNNER LEAVES BASE

3RD Grade division only – A runner at third base, starting with the pitch, may advance to home only when, 1) there is a batted ball, 2) advanced by a batter being awarded first base and the bases are loaded, and 3) when a balk is issued..

When a pitcher is in contact with the pitcher's plate and in possession of the ball,

and the catcher is in the catcher's box ready to receive delivery of the ball, base runners shall not leave their bases until the ball has been delivered and has reached the batter. A violation by one base runner shall affect all other base runners.

A. When a base runner leaves the base before the pitched ball has reached the batter, and the batter does not hit the ball, the runner is permitted to continue. If a play is made on the runner and the runner is put out, the out stands. If the runner safely reaches the base to which advancing, that runner must be returned to the base occupied before the pitch was made, and no out results.

B. When a base runner leaves a base before the pitched ball has reached the batter and the batter hits the ball, the runner, or runners, are permitted to continue. If a play is made and the runner, or runners, are put out, the out, or outs, will stand. If not put out, the runner, or runners, must return to the original base, or bases, or to the unoccupied base nearest the one that was left. In no event shall the batter advance beyond first base on a single or error, second base on a double, or third base on a triple. The umpire-in-chief shall determine the base of value of the hit ball.

C. When a runner leaves the base before the pitched ball has reached the batter, and the batter bunts or hits a ball within the infield, no run shall be allowed to score. If three runners were on the bases and the batter reaches first base safely, each runner shall advance to the base beyond the one they occupied at the start of the play, except the runner who occupied third base who will be removed from the base without a run being scored. EXCEPTION: If at the conclusion of the play there is open base, Paragraph A and B will apply.

EXAMPLES:

1. Runner on first leaves too soon, batter reaches first safely, runner goes to second.
2. Runner on second leaves too soon, batter reaches first safely, runner goes to second.
3. Runner on third leaves too soon, batter reaches first safely, runner returns to third.
4. Runner on first leaves too soon, batter hits clean double, runner goes to third only.
5. Runner on second leaves too soon, batter hits clean double, runner goes to third only.
6. Runner on third leaves too soon, batter hits clean double, runner returns to third.
7. All runners on base will be allowed to score when the batter hits a clean triple or home run, regardless of whether any runner left too soon.
8. Runners on first and second, either leaves too soon, batter reaches first safely, runners go to second and third.
9. Runners on first and second, either leaves too soon, batter hits clean double, runner on first goes to third, runner on second scores.
10. Runners on first and third, either leaves too soon, batter reaches first safely, runner on first goes to second, runner on third remains there.
11. Runners on first and third, either leaves too soon, batter hits a clean double, runner on first goes to third, runner on third scores.
12. Runners on second and third, either leaves too soon, batter reaches first safely, neither runner can advance.
13. Runners on second and third, either leaves too soon, batter hits a clean double, runner on third scores, runner on second goes to third.

14. Runners on first, second, and third, any runner leaves too soon, batter hits clean double, runners on second and third score, runner on first goes to third.

15. Bases full, any runner leaves too soon, batter reaches first safely on any ball bunted to hit within the infield, all runners advance one base, except runner advancing from third. Runner advancing from third is removed, no run is scored and no out is charged. If on the play a putout on any base results in an open base, runner who occupied third base returns to third base.

16. Bases full, any runner leaves too soon, batter received a base on balls or is hit by a pitch each runner will advance one base and a run will score.

NOTE: For the purpose of these examples, it is assumed that the batter-runner remains at the base last acquired safely.

RULE 8.01 - THE PITCHER

This rule applies with the following exception: It is not mandatory for a pitcher to take signs from the catcher while standing on the rubber. However, such requirement is recommended.

RULE 8.03 - When a pitcher takes his position at the beginning of each inning, or when he relieves another pitcher, he shall be permitted to pitch a maximum of eight preparatory pitches to his catcher.

RULE 8.05 - BALK

In the MINOR DIVISION the only conditions for which a balk can be called are as follows: If there is a runner, or runners, it is a balk when:

A. The pitcher, while touching the rubber, makes any motion naturally associated with the pitch and fails to make such delivery.

B. The pitcher makes any motion naturally associated with the pitch while not touching the pitcher's plate.

NOTE: A balk shall only be called on the second offense of any of the above conditions. The first offense, will result in a warning to the pitcher, and an explanation to him of what is wrong.

RULE 8.06 – TRIPS TO THE MOUND

A manager or a coach can make only one trip to the mound per pitcher in any one inning without removing that pitcher. The second trip will result in the removal of that pitcher. Anytime a coach or manager proceeds across the foul lines, or has a conference with another player for the purpose of relaying information to the pitcher, it will count as a "trip to the mound." This liberal trip rule is designed to foster an instructional environment for pitchers. However, it should be used judiciously. If an umpire interprets the number of trips to the mound to be excessive, he may invoke Delay of Game rule 4.15.

"If people don't want to come to the ballpark, how are you going to stop them?"
Yogi Berra

"If you ask me a question I don't know, I'm not going to answer." **Yogi Berra**

“Slump? I ain’t in no slump... I just ain’t hitting.” Yogi
SPECIAL PLAYING RULES, ROOKIE DIVISION (K, 1ST AND 2ND GRADE
Leagues)

ROOKIE DIVISION GAMES shall be played according to the Official Baseball Rules 1.00 through 8.06, with the following exceptions: In case of any conflict between the rules of the OYBI and the Official Baseball Rules, the OYBI rules shall have precedence.

THIS DIVISION WILL HAVE SEPARATE LEAGUES FOR GRADES K, 1ST AND 2ND.

PITCHING LIMITATIONS (K and 1st Grade) -

A. Adults will pitch. Each team will provide a coach who will pitch to players on his own team. Adult pitcher must limit coaching to the batter only while on the field.

B. A maximum of eight (8) pitches will be allowed per batter. If after eight (8) pitches, the batter has not hit the ball into fair play, he will be called out. Home team scorekeeper will be responsible for count of the pitches.

C. No balls or strikes will be called.

D. The defensive pitcher (player) must stand within 10 feet of the adult pitcher (coach) but not in front of the adult pitcher, until the ball is hit. If the adult pitcher interferes with a live ball, it will result in the batter being out, and all base runner(s) must return to their base(s).

E. Pitcher-coach must maintain contact with the pitchers plate on delivery of the pitch.

PITCHING LIMITATIONS (2nd Grade) -

A. Player-pitcher will pitch to each batter until the batter has completed a regulation at bat. If the batter receives a base on balls, he will remain at the plate and the adult coach-pitcher will pitch up to an additional three pitches. At this point, if the batter has not reached base, he will be out. If batter is hit by a pitch thrown by the player-pitcher, unless he is unable to continue to play due to being hit by the pitch, the adult coach-pitcher will become the pitcher at this time and will pitch up to an additional three pitches. If the batter is unable to continue to play, he will return to the dug-out, and the next batter in the order will come to the plate. The injured player may return to the game at any time and will hit in his original batting order.

B. Adult pitcher will pitch to players on his own team, and must limit coaching to the batter only, while on the field.

C. Balls and strikes will be called only while the player-pitcher is pitching. The strike zone shall be that area over home plate, to include the black beveled edge on the outside, and the black beveled edge plus a ball's width on the inside, which is from under the nose to the top of the knees when the batter assumes a natural stance. The umpire shall determine the strike zone according to the batter's natural stance when the batter swings at the pitch.

D. (Same as in K and 1st Grade rule above).

E. (Same as in K and 1st Grade rule above).

F. Player-pitcher may pitch a maximum of two innings per game. There will be no limit on innings per week, nor any rest period between games.

G. Any player-pitcher who hits three batters by pitches, will be removed from the

game ***as a pitcher, but may play any other defensive position.***

RULE 1.01 - Defensive team will field ten (10) players, (4 outfielders). Outfielders will station themselves at an area normally associated with playing their position. Defensive team is allowed an adult coach to be in the outfield to assist his fielders. He must remain in an area behind the infield players and at no time inside the baselines.

RULE 1.04 - THE PLAYING FIELD DIMENSIONS

A. Home to 2nd Base	84 feet 10 inches
B. Base Line Length	60 feet
C. Pitching Distance	40 feet

RULE 1.10 - THE BAT

The bat used must meet Little League specifications and standards. It shall be a smooth, rounded stick made of wood, or of material tested and proved acceptable to Little League standards. It shall not be more than thirty (30) inches in length, not more than two and one-quarter (2 1/4) inches in diameter and, if wood, not less than one and one-sixteenth (1-1/16) inches in diameter at its smallest part. Bats may be taped or fitted with a sleeve for a distance not exceeding sixteen (16) inches from the small end. An illegal bat must be removed.

RULE 2.00 - DEFINITION OF TERMS

- A. BALK - There shall be no Balk in the Rookie Division.
- B. BUNT - Bunt(s) are not allowed in Rookie Division play.
- C. INFIELD FLY - There shall be no Infield Fly in the Rookie Division.
- D. INNING - That portion of a game within which the teams alternate on offense and defense, and in which there are either three putouts or six runs maximum, whichever occurs first for each team, but only six (6) runs will be counted. Each team's time at bat is a half-inning. It will be held that an inning starts the moment the third out is made completing the preceding inning. If the sixth run scores while the ball is still alive and in play, the play should be completed before the inning is considered ended.
- E. WALK (BASE ON BALLS) - NO WALKS ARE PERMITTED.

RULE 3.03 - ROOKIE DIVISION HAS FREE SUBSTITUTION.

RULE 3.19 - MANDATORY PLAYING RULE

All substitutes must be inserted in the defensive line-up prior to a team taking their defensive positions in the fourth inning. All players will be required to play a minimum of three (3) complete innings on defense, at least one of which will be in the infield. In the event a base runner is removed from the game due to injury or illness, any eligible player may be inserted as a substitute runner. The substitute runner shall retain his original position in the batting sequence. (Managers must use sound judgment in this situation so as to insure that the substitute runner's turn at bat does not occur while on base).

PENALTY - A manager's misuse or violation of this rule will subject the manager to possible dismissal as a manager, and/or forfeiture of the game. The first violation will result in the player(s) offended being played for the entire following game. The second violation will result in the player(s) offended being played for the entire following game, and the manager placed on a one game suspension. The third violation will result in the

player(s) offended being played for the entire following game, and the manager will be suspended for the remainder of the season and lose eligibility to participate in the program the following season.

As a matter of normal participation, players are expected to attend practices as well as games. In the event a manager feels a player is not practicing enough to warrant playing in games, the following course of action is recommended:

1. When it becomes apparent that there is an attendance problem, the manager should discuss the matter with the player and parents to see if the situation can be resolved. It should be mentioned at this time that continued absenteeism could affect his game playing status.

2. If the problem continues, and the manager determines that he must withhold the player from a game, the player and parents should be notified prior to that game. In addition, the Player Agent and the opposing team manager should be notified prior to the game. This action having been taken, the provisions of the mandatory playing rule will not apply to this player.

RULE 4.10 - A REGULATION GAME

A ROOKIE DIVISION game shall consist of six innings, or 1 hour and 20 minutes for the K and 1st grade league, and 1 hour and 40 minutes for the 2nd grade league. If a game is called due to rain, weather, light failure (in the case of a night game) or to other acts of God, it is a regulation game if: three (3) innings have been completed or if the home team has scored more runs in 2½ innings than the visiting team has scored in three. Games that cannot be declared a regulation game by the Rules shall be a suspended game. Refer to the Major League Rules regarding suspended games. NOTE: An inning begins the instant the last out of the previous half inning is made. Therefore, where reference in the official Baseball Rules, here or elsewhere, is made to nine innings, substitute the word "six" for "nine". Games that are tied at the end of six innings shall continue as an extra inning game in accordance with established rules, or **until the 1 hour, 20 minute time limit (K and 1st Grade) or 1 hour and 40 minutes (2nd grade)** comes into effect. An inning started before the expiration of the time limit will be allowed to continue until completion. If the start of a game is delayed by the late arrival of the umpire, the **1 hour, 20 minute time limit (K and 1st Grade) or 1 hour 40 minutes (2nd Grade)** will begin when the first pitch is made.

NOTE: Even though the six runs per at bat rule may prevent the losing team from winning, the game should be played to completion of six innings, **or 1 hour, 20 minute time limit (K and 1st Grade) or 1 hour 40 minutes (2nd Grade).**

RULE 4.10(d) - TIE GAME

In case of a "tie game" the results are entered into league records as a "tie game", and are so indicated in the league standings. Each team will be credited with 1/2 game won and 1/2 game lost.

RULE 4.12(b) - SUSPENDED GAMES

Games that cannot be declared a regulation game by the Rules shall be a suspended game. Refer to the Major League Rules regarding suspended games. All such games, regardless of inning, shall be resumed from the point of suspension and played to completion of six innings, or the remainder of the original time limit for that age division.

RULE 4.15(a) - GAME START UP

All divisions shall play when both teams have at least eight players. There will be no automatic out for batting order of less than nine players, and late arriving players will be added to the end of the batting order. There will be no grace period. Games shall start on time. There shall be no delay from scheduled game time in order for teams to practice. Managers are not allowed to "cancel out" games at their discretion. There will be no grace period allowed merely to wait on key players. To begin a game, there should generally be an official umpire. If the official umpire is absent, a member of the Board will be selected first, to officiate. If none are available, a person selected and approved by both opposing managers will be chosen.

RULE 5.08 - A THROW

If a throw is made to or in the infield, including the pitcher, whether the infielder catches it or not, the runner shall be allowed to advance no further than the base he/she is attempting, but at his/her own risk. The ball will be called dead, and will be returned to the pitcher.

EXAMPLE: If there is a runner at 2nd base, and the ball is hit to shortstop, the shortstop fields the ball, runner at second tries to advance to third, shortstop throws the ball to third, the baseman misses the ball, the runner cannot advance any further than third base. The batter may advance no further than first base, since a throw occurred.

EXAMPLE: Any ball thrown from the outfield toward the infield will be considered a throw.

RULE 5.10 - AN INJURED PLAYER

The umpire shall call "time" when any player is injured on a play. The ball becomes dead, and runner(s) will be advanced one base.

RULE 6.01(a) - BATTING ORDER

Every player of the offensive team shall be in the batting order and shall bat in the order that his name appears. If for any reason, a player must be removed from the game while in the field or at bat, his batting position becomes vacant and the next batter in the order, and all behind him, advance one position. If a player is at bat and is injured, and has to be removed from the game, the next player in the batting order will assume the count of the removed player. Player(s) arriving after a team's first batter has been to bat are added to the bottom of the order.

RULE 6.05 – A 2ND GRADE LEAGUE BATTER IS ALSO OUT WHEN - Change paragraph (c) to read:

A third strike caught or not caught by the catcher.

Delete paragraph (e) which is the infield fly rule.

RULE 7.01 - NO BASE STEALING

A runner acquires the right to an unoccupied base when that runner touches it before being put out. The runner is then entitled to it until put out or forced to vacate it for another runner legally entitled to that base. RUNNER(S) may only advance on a batted ball, or if forced to move by a hit batter (only if hit by a player pitcher). BASE STEALING IS PROHIBITED. A runner must remain on base until the ball is hit. If a

runner is off base before the ball is hit, he/she will be out. Play will not stop until the play is over. If it is the third out, no runs will score.

If a runner is off base and the ball is not hit into play the umpire will warn the player and coaches of a possible infraction and the runner is not considered out until the ball is hit into play.

RULE 8.03 - When a pitcher takes his position at the beginning of each inning, or when he relieves another pitcher, he shall be permitted to pitch a maximum of eight preparatory pitches to his catcher.

RULE 8.06 – TRIPS TO THE MOUND

A manager or a coach can make only one trip to the mound per pitcher in any one inning without removing that pitcher. The second trip will result in the removal of that pitcher. Anytime a coach or manager proceeds across the foul lines, or has a conference with another player for the purpose of relaying information to the pitcher, it will count as a “trip to the mound.” This liberal trip rule is designed to foster an instructional environment for pitchers. However, it should be used judiciously. If an umpire interprets the number of trips to the mound to be excessive, he may invoke Delay of Game rule 4.15.

“90% of short putts don’t go in.” Yogi Berra

“When you come to a fork in the road, take it.” Yogi

“If I didn’t wake up I’d still be sleeping.” Yogi Berra

“I usually take a two-hour nap from 1 to 4.” Yogi

**RULES - ADMINISTRATIVE
SPECIFIC TO TOURNAMENT TEAM DIVISION**

1. ROSTER - There will be no roster limits, however no player may be listed on more than one Olathe Youth Baseball Roster. All players on a team in the OYBI Tournament Team Division must be on an approved OYBI roster on file at the OYBI office. A USSSA roster or any other sanctioning organization's roster will not be an acceptable substitution.
2. AGE RESTRICTIONS - No player rostered may turn a year older than the age division they play in prior to May 1 of that year.
3. RESIDENCY - Olathe teams will have priority with regard to acceptance into the league. An Olathe team is defined as a team with no more than 3 players that are not considered Olathe residents. To be considered an Olathe resident you must meet at least one of the following criteria: Olathe mailing address, parent or guardian with Olathe mailing address, or attend an Olathe District School. Outside teams will be accepted when possible.
4. AGE DIVISIONS - The tournament division will be broken down into the following leagues: 16 and under, 14 and under, 12 and under. If enough teams allow, there will also be 15 and under, 13 and under, and 11 and under.
5. SCHEDULE - Teams will play a 14 game schedule with no weekend games scheduled (Friday - Sunday) for 13-16 yr olds, and a few weekend games for ages 11-12.
6. FEES -Fee charged for Tournament Teams will be determined annually and will be shown on the Team Roster Form. Any tournament team showing up for a scheduled game will receive a \$50.00 no-game fee when the opponent (with the usual and proper notice) fails to appear. A Tournament team not showing up for game(s) will be charged \$50.00 plus umpire costs for failure to show.
7. INSURANCE - Insurance is required and can be purchased under the blanket of Olathe Youth Baseball for \$120 per team, or a team may show proof of other insurance that meets the league standard.
8. UNIFORMS AND EQUIPMENT will not be provided for by the league.
 - A. All players must be uniformed similarly, and each uniform must be exclusively numbered.
 - B. Similar caps must be worn by all players and coaches while on the field of play.
 - C. Metal spikes are allowed for ages 13 and older.
 - D. A full use batting helmet which covers the top, back, and sides of the head, to include both ears will be worn at all times by offensive players, non-adult coaches, and bat boy/girls while on the field of play.

E. A catcher must wear all protective gear: mask with added throat guard or mask with the extended throat guard, chest protector, shin guards, protective cup, catcher's helmet. For age divisions 12 and under, the catchers helmet must cover both ears. Any non-adult who is warming up a pitcher in a squatted position shall wear at least a face mask.

F. Each team will provide at least one new baseball per game. ***Refer to Regulation XI (Rule 1.09) The Ball. The official or approved ball for the league will be that ball provided by OYBI. Tournament teams will be provided baseballs by OYBI. Therefore, Tournament Teams may purchase additional baseballs from OYBI at cost.*** Game officials may request additional baseballs as needed. NOTE: Teams found to be using baseballs of lesser quality may be directed by league officials to provide baseballs of a quality referred to in first sentence.

SPECIAL PLAYING RULES, TOURNAMENT TEAM DIVISION

1. **MANDATORY PLAYING TIME.** There will be no mandatory minimum playing time per game for any player.

2. **PITCHING LIMITATIONS.** A pitcher, once removed from the mound, cannot re-enter as a pitcher. Pitchers will not be limited in innings pitched during league games. A pitcher must be removed from the mound on a manager or coaches 2nd trip to the mound in any inning.

3. **LINEUP.** Each manager has a choice of any of the following three (3) options for a lineup prior to the start of a game. Both managers need not use the same option but must use that option for the duration of that game. Option 1 - The standard 9 player lineup; Option 2 - A 10 player lineup using an extra hitter; or, Option 3 - Every player of the offensive team shall be in the batting order. Designated hitters will not be allowed. Deviations from the option selected will not be allowed once the game begins. If options 1 and 2 are used, failure to maintain the same number of players in the lineup throughout the game will result in an out each time that position in the lineup comes up. Exception: Play may begin with 8 available players without penalty. Once a 9th player arrives, the team must maintain a 9 player lineup (may not build to 10), and maintain that for the duration of the game, or be subjected to the automatic out rule. A team may not compete with less than 8 players and a forfeit will be declared. If option 3 is used, if, for any reason, a player must be removed from the game while in the field or at bat and his batting position becomes vacant, the next batter in the order, and all behind him, advance one position. If a player is at bat and is injured, and has to be removed from

the game, the next player in the batting order will assume the “count” of the “removed” player. Player(s) arriving after a team’s first batter has been to bat are added to the bottom of the order. NOTE: When for scheduling purposes Tournament level teams are playing teams from the regular league (non-tournament teams), both teams will use option 3.

4. SUBSTITUTIONS. If Option 1 or Option 2 is used as stated in Rule 3. LINEUP, then free substitution is not allowed. Starters may re-enter once, and must re-enter to their original place in the batting order. Non-starters may not re-enter once they are removed. If a team used the extra hitter option (Option 2), that position is considered a defensive position, allowing the extra hitter to replace a position player without making a lineup change. If Option 3 is used, then free substitution is allowed on defense.

NOTE: When there are two outs, and the catcher is a base runner, a courtesy runner may be used so that the catcher can return to the dug-out and begin to put on his catcher’s equipment. The catcher/runner is the catcher from the previous half inning unless the new catcher was announced prior to his coming to bat. The courtesy runner may be any player, other than the player at bat, on deck or in the hole. A courtesy runner will not be allowed for the pitcher.

5. OFFICIAL BALL GAME. An official game is considered 7 innings or one hour, 50 minutes for age division 13 and over: and 6 innings or one hour, 50 minutes for age division 12 and under. Games will be terminated when one team is ahead of the other by 15 runs after 3 innings, 12 runs after 4 innings, or 8 runs after 5 innings. ***If a game is called due to rain, weather, light failure (in the case of a night game) or to other acts of God, it is a regulation game if: four (4) innings have been completed or if the home team has scored more runs in 3½ innings than the visiting team has scored in four innings for age divisions 13 and over, or three (3) innings have been completed or if the home team has scored more runs in 2½ innings than the visiting team has scored in three innings for 12 and under age divisions. Games that cannot be declared a regulation game by the Rules shall be a suspended game. Refer to the Major League Rules regarding suspended games.*** All such games, regardless of inning, shall be resumed from the point of suspension and played to completion of six innings, or the remainder of the original time limit for that age division. In the event of a tie game after the time limit, no new inning will be started, however, an inning in progress can be completed. The only exception is that if a game is tied at the end of the time limit and there is no game scheduled on the field after the game, then the game may be played out until completion or until the city enforced curfew of 11:00pm. In case of a tie game, the results are entered into league records as a tie game and will be indicated as such in the standings.

6. SLIDE RULE. There will be no mandatory slide rule, however runners are obligated to avoid contact on close plays at bases. If a collision is unavoidable, based on a fielder completely blocking a base, it will be the umpire's discretion as to whether the collision will result in no call, the runner being declared automatically out, or ejection. Generally, if the runner has an avenue to a base they must avoid contact. In addition, any act of bulldogging, i.e., throwing a forearm or lowering a shoulder to block a fielder on a play should result in ejection.

7. SPORTSMANSHIP. All participants will adhere to rules of good sportsmanship. In addition, players while on the field (to include the dugout) shall not:
- a. Fake a tag
 - b. Carelessly or in a state of anger, throw equipment
 - c. Wear jewelry
 - d. Initiate malicious contact
 - e. Taunt opposing team members

BOARD OF DIRECTORS

COMMISSIONER	PAUL ODLE	764-3257
ASST. COMM. TREASURER	DAVE MURPHY	782-2051
ASST. COMM. – SCHEDULER	SAM MESSER	782-8856
ASST. COMM. – SECRETARY	KEVIN KUEBLER	764-2004
ASST. COMM. – COMPETITIVE	GREGG HUNTER	829-6045
ASST. COMM. - RECREATIONAL	BILL RICH	397-9502
ASST. COMM. – TOURN.		
DIRECTORS FALL BALL	SHAWN CATON	515-3384
	BILL KLOHR	764-1645
	KEN GLENN	485-2243
PRESIDENT GR. 9-12	SHAWN CATON	515-3384
PRESIDENT GR. 8	DAN PETERS	768-6134
PRESIDENT GR. 7	KEN GLENN	485-2243
EQUIPMENT MGR	LARRY FINN	782-1262
EQUIPMENT MGR	MIKE MARSHALL	254-7399
BUSINESS OFFICE and GENERAL MANAGER	MICK MURPHY	393-9891
RAIN OUT HOT LINE		913-643-3131
(At about 4:00pm week nights, about 1½ hours before week end games)		
WEB-SITE	www.olatheyouthbaseball.com	
EMAIL	olathebaseball@sbcglobal.net	

(Continued on inside back cover)

BOARD OF DIRECTORS

PRESIDENT GR. 6	BILL KLOHR	764-1645
DIRECTOR GR. 6	CHRIS RUIZ	314-9031
PRESIDENT GR. 5	CHRIS WILSON	764-0794
DIRECTOR GR. 5	SCOTT HUTTON	782-0522
PRESIDENT GR. 4	KEVIN LYNCH	816-868-9909
DIRECTOR GR. 4	BRIAN ARTZER	706-4337
PRESIDENT GR. 3	BILL RICH	397-9502
DIRECTOR GR. 3	TODD JOHNSON	515-3299
DIRECTOR GR. 3	SHANNON CHRISTLIEB	780-5955
PRESIDENT GR. 2	SEAN DERMODY	485-2757
DIRECTOR GR. 2	BRIAN GOEBEL	634-8688
PRESIDENT GR. 1	BRIAN ARTZER	706-4334
DIRECTOR GR. 1	BRANDON HYATT	952-6567
PRESIDENT GR. K	RALPH RICE	764-5587
UMPIRE COMMISSIONER	LANE SCHARTZ	387-9178
UMPIRE COMMISSIONER	BLAINE MAY	238-7075
UMPIRE COMMISSIONER	TIM FURLONG	484-4962
UMPIRE SCHEDULER	LAURA GRIGGS	782-7510
BLUE VALLEY RECREATION	LARRY LINDSAY	685-6030