



# Youth Baseball

## Information and Rule Book

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Parks and Recreation Department

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## Oklahoma City Parks and Recreation Department Mission Statement

The mission of the Parks and Recreation Department is to provide parks, recreational, and cultural services to the Oklahoma City residents and visitors so they can have improved health, wellness, and quality of life.

## Goals and Objectives

The Oklahoma City Parks and Recreation Youth Baseball League is aimed to give all participants, through involvement in practices and competitive games, the opportunity to learn and improve the fundamentals of baseball.

## Coaches/Coaching Staff

- The most important objective is the welfare of each individual's participation.
- Must have a rational amount of knowledge of the game of baseball.
- Will be an outstanding role model for leadership, sportsmanship, and overall good conduct to his/her team at all times.
- Will show importance of coaching on learning regulations, basic fundamentals, encourage participation, and personal growth.
- Each team may have a head coach and as assistant coach who are 18 years of age and older.

## Equipment & Uniforms

- Will be given to each coach before the start of the season. The team is required to wear the given uniforms which include: Jerseys & Hats. All teams must wear the uniforms to each game.
- Baserunners and batters are required to wear protective helmets during at all times during practices and games.
- Each team will provide the umpire with game balls prior to the start of the game.
- Players may not wear objects which may cause injury or give an artificial advantage to the player. No jewelry allowed. The head coach is responsible for ensuring that all players are compliant before stepping onto the field.
- Each player must provide their own glove; individual bats and balls are optional.
- Oklahoma City Parks and Recreation Department does not provide balls, bats, helmets, or any other equipment besides jersey & hat.

## Game Time:

Games will start at their scheduled time, however if a team is late or does not have enough players to start, a 10-minute grace period will be allowed. A team must have 7 registered uniform players to start the game. The umpire's watch is official.

## Forfeit Policy

A game will be considered a forfeit if a team has less than 7 legal players present on the field at game time and after the grace period is over.

## **Weather Policy**

The Site Coordinator or Recreation Program Coordinator has the final say on whether a game will be temporarily suspended or postponed due to weather conditions or poor field conditions. For the full weather policy please visit [www.teamsideline.com/okc](http://www.teamsideline.com/okc) under downloads tab.

## **League Schedule**

For league schedule please visit [www.teamsideline.com/okc](http://www.teamsideline.com/okc)

# T-Ball League Rules

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## General League Rules and Field Dimensions

- 50 minute time limit on all games, with a maximum of 3 innings. If the score is tied at the end of the 3 innings the game will be finished.
- Bases are 50 ft., while the pitching rubber is at 35'.
- Batting arc: a white line will be measured 20' from home plate. The line will arc from the first base foul line to the third base foul line with all parts of the line 20' from home plate.
- Each player must play at least 1 inning in the outfield and 1 inning in the infield. Coaches will do their best to rotate players in and out.
- The official scorekeeper is to be notified of all subs coming in the field.

## Batting Rules

- All players shall bat each inning of play. The same number of batters will bat for each team each inning. Each team will bat in a specific order determined by the coach and that order must be kept throughout the entire game
- Each player batting and base running must wear a batting helmet.
- If the number of players on each team is the same, both teams will bat their entire lineup each inning from batter 1 on the score sheet through the end of the lineup. All players bat each inning.
- If one team has fewer players, that team will follow a rotating batting order so that the number of batters for each team is the same. For example, if one team has 14 players and the other team has 12 players, the team with 14 will bat their batters 1-14 in the same order every inning. For the team with 12 players, in the first inning batters 1-12 on the score sheet will bat and then batters 1 & 2 will bat again (for a total of 14 batters). In the second inning, batters 3-12 will bat followed by batters 1, 2, 3, & 4 (for a total of 14 batters). In the third inning, the leadoff batter is the next batter in rotation (batter #5) and batters follow through the order for a total of fourteen batters. This same procedure is followed for each inning. The batting order in an inning begins where it left off in the preceding inning and follows through until the correct numbers of players have batted (the same number for each team).
- The total number of batters will be increased if additional players arrive and will be decreased should players become unable to continue to play. Late arrivals will be added to the end of the lineup. If a player should become unable to bat, his/her position is skipped in subsequent rotations.
- When the last batter for the side comes to the plate, it is the batting team's coach's responsibility to notify the umpire and scorekeeper. The umpire will then notify the teams.

- The ball will be placed on the T-stand by the coach. The coach will use their own judgement on whether the height of the tee needs to be changed on an individual bases.
- In T-Ball the batter will be allowed five (5) attempts to hit the ball before they are out. A strike is called if the batter swings and misses the ball, hit foul and/or the ball rolls dead before crossing the 20' line. No coaches are allowed in the batter's box.
- When the last batter in an inning is up, the home (batting coach) must notify everybody of this. The last batter must reach base safely in order for any other runner to advance or score.
- When the last batter is up, any out stops play.

### Fielding Rules

- There can be 2 coaches in the outfield when their team is in the outfield.
- A team can have 4 outfielders, and 6 infielders with the remaining players placed in the outfield. The player in the pitcher's position must keep one foot on the pitching rubber until the ball is hit. If a fielder charges a ground ball and handles it before it reaches the 20' line, the ball is dead and the play is replayed. There is no strike.
- fly balls can be caught anywhere for an out.
- There is no infield-fly rule.
- When returning the ball to home, the infielders may not run the ball past the 20' line. They may run in as far as the 20' line, but at that point the ball must be thrown to the player in the catcher's position. The player in the pitcher's position may back up the catcher at home. If a fielder runs the ball home to tag a runner advancing from third, the runner cannot be tagged out and will score. If a fielder runs the ball home to stop play on the last batter, any runners advancing from second or third will score.
- When a player comes up to bat, all defensive players must play within a reasonable distance from the normal positioning.

### Base Running Rules

- Runners have to be halfway to base before awarded that base.
- A runner shall touch home plate when scoring.
- Runners can advance only 1 base on an overthrow ball at first or third base. The coaches are responsible for awarding the base. Runners cannot advance on any other overthrow. On an infield hit, runners may only advance one base.
- Runners are not permitted to lead off base or steal. Runners illegally leading off or attempting to steal will result in an out.
- When a fly ball is caught and the runner has left base without tagging after the catch, the ball can be thrown to the base for the out. However, once the ball has been thrown past the 20' line, it is a dead ball and cannot be thrown back out to any base. The catcher may still attempt to tag out the runner at home. Once the play is dead, any runners who did not tag up before advancing are returned to their base provided they were not legally tagged out.

# 8U Coach Pitch

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## General League Rules and Field Dimensions:

- There will be a limit of 1 hour 30 minutes or 6 innings, whichever comes first. If the score is tied at the end of the 6 innings the game will be finished
- Field dimensions will consist of 60 ft. bases and 40 ft. pitching rubber will be used in this league. Coaches must pitch underhanded.
- No player may sit the bench for more than 2 consecutive innings.
- Every child plays at least 3 innings.
- The official scorekeeper is to be notified of all substitutions in the field.

## Batting Rules

- All players will be placed in the batting order and must remain in that order. However, only 9 players will play the field each inning.
- Each player batting and base running must wear a batting helmet.
- When a team's "at bat" shall end after 3 outs or they have scored 5 runs in an inning, whichever comes first. Once the play has ended after the 5<sup>th</sup> run has scored the umpire will call time out and the inning is over.
- Every player present at the games will bat regardless whether they are playing defense.
- Throwing the bat after hitting is not allowed and the player will be called as an out. No bunting is allowed. If batter attempts to bunt they will be called out.

## Fielding Rules:

- Ten players will take the field on defense. Four outfielders and six infielders. Outfielders must stay in the grass.
- A team can start/end with 7 players. One coach from the defensive team can take a position in the outfield to help coach, but must not interfere with the play. The team in the field may also place a coach behind the catcher to help chase balls to help speed up the game.
- To be awarded an out at any base the ball must be thrown to teammate. Exceptions may be made with flow of the game based on umpire's judgment.
- No infield fly rule will be used.

## Base Running Rules:

- There is no stealing is allowed. No bases can be advanced, except on a fair hit ball. The runner's foot must remain on base until the ball is hit. If not, the play will be called back and re-played. A dropped 3<sup>rd</sup> strike is an out, runners may not advance.
- If a ball is hit to the outfield the player may take an extra base until the ball has been thrown back to the infield and the umpire rules play dead.
- The ball will be declared dead by the umpire when the ball is inside the base path and play has been stopped by the umpire. This is the umpire's judgment that no further play is taking place. There will be a limit of one base on an overthrow.



# 10U Kid Pitch

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## General League Rules and Field Dimensions:

- There will be a limit of 1 hour 30 minutes or 6 innings, whichever comes first. If the score is tied at the end of the 6 innings the game will be finished.
- Field Dimensions will consist of 65 ft. bases and 46 ft. pitching rubber will be used in this league.
- No player may sit the bench for more than 2 consecutive innings.
- Every child plays at least 3 innings.
- The official scorekeeper is to be notified of all substitutions.

## Batting Rules:

- All players will be placed in the batting order and must remain in that order. However, only 9 players will play the field each inning.
- Each player batting and base running must wear a batting helmet.
- The batting player is automatically out on a dropped 3<sup>rd</sup> strike.
- The offensive team must remain at bat until 3 outs or 7 runs are scored.
- Bunting is allowed.
- There are no walks after fourth ball; the offensive coach will take the pitchers position on the rubber and no closer. From the rubber they will take up where the pitcher left off in the count. The coach must pitch overhand for baseball. Each pitch will count as a strike whether or not the batter swings. The batter either strikes or puts the ball into play.

## Fielding Rules:

- A team can have 3 outfielders, and 6 infielders. Teams can start or end with a minimum of 7 players.
- Catcher interference is awarded a walk.

## Pitching Rules:

- The pitcher and/or catcher may not pitch and/or catch more than 4 innings. One pitch counts as pitching an entire inning.
- New pitchers coming in may take a total of 5 warm up pitches at the beginning of an inning as a replacement. Returning pitchers returning to the mound may take a total of 5 pitches before the play begins.

## Base running rules:

- If a coach interferes with a runner then that runner is to be out.
- Two people cannot occupy one base at the same time. If this does happen, than the following runner will be called out. The first runner is entitled to the base unless they are forced to move.
- Sliding is permitted; however, when sliding if a person has the ball and a runner runs into them, that runner will be called out. Malicious contact will not be tolerated. Players shall not block a base without possession of the ball.
- Stealing is allowed only to 2<sup>nd</sup> and 3<sup>rd</sup> base only.

# 12U Kid Pitch

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## General League Rules and Field Dimensions:

- There will be a limit of 1 hour 30 minutes or 6 innings, whichever comes first. If the score is tied at the end of the 6 innings the game will be finished.
- Field Dimensions will consist of 70 ft. bases and 50 ft. pitching rubber will be used in this league.
- No player may sit the bench for more than 2 consecutive innings.
- Every child plays at least 3 innings.
- The official scorekeeper is to be notified of all substitutions.

## Batting Rules:

- All players will be placed in the batting order and must remain in that order. However, only 9 players will play the field each inning.
- Each player batting and base running must wear a batting helmet.
- The batting player is automatically out on a dropped 3<sup>rd</sup> strike.
- The offensive team must remain at bat until 3 outs or 7 runs are scored.
- Bunting is allowed.

## Fielding Rules:

- A team can have 3 outfielders, and 6 infielders. Teams can start or end with a minimum of 7 players.
- Catcher interference is awarded a walk.
- The infield fly ball rule is in effect, with runners on 1<sup>st</sup> and 2<sup>nd</sup> base or with the bases loaded and less than 2 outs, the batter is out.

## Base Running Rules:

- If a coach interferes with a runner then that runner is to be out.
- Two people cannot occupy one base at the same time. If this does happen, than the following runner will be called out. The first runner is entitled to the base unless they are forced to move.
- Sliding is permitted; however, when sliding if a person has the ball and a runner runs into them, that runner will be called out. Malicious contact will not be tolerated. Players shall not block a base without possession of the ball.
- Stealing is allowed only to 2<sup>nd</sup> and 3<sup>rd</sup> base only.