

BASEBALL/SOFTBALL RULE BOOK 2018



OTTAWA RECREATION COMMISSION
705 W 15TH STREET

OTTAWA, KANSAS 66067

785-242-1939

6U T-Ball

Revised 4/25/2018

- NUMBER OF INNINGS PLAYED: 5
- TIME LIMIT: 50 minutes
- NUMBER OF DEFENSIVE PLAYERS: 10 (4 outfielders)
- MAXIMUM RUNS PER INNING: 5

BASE RUNNING

- Base runners are not allowed to lead off.
- Base runners are not allowed to steal.
- Runners must stay on base until the ball is batted into play by the batter.
- Once the ball is thrown to the player pitcher and he/she is in the pitcher's circle, the play is complete and no runners may advance.

BATTING

- The batting order consists of all players and stays the same throughout the game.
 - There are NO offensive substitutes!
- Each batter is allowed 5 attempts to put the ball into fair play.
 - No balls or strikes are called.
 - The coaches will keep track of the 5 attempt count limit.
- The infield fly rule is NOT in effect.
- If a player cannot take his/her turn at bat due to illness, injury, ejection, etc. his/her spot will be skipped. The next batter in the lineup will bat. NO AUTOMATIC OUTS WILL BE ASSESSED IN THIS SITUATION.
- When hitting off the tee, the player must put the ball into fair territory (within the foul lines and beyond the arc) in order for the ball to be considered live.
 - Any other batted ball not meeting this rule will be considered foul and the batter shall be called out.
- Last Batter Rule:
 - The last batter in the lineup must be announced before the at-bat takes place.
 - If the last batter hits the ball into fair-play, he/she becomes a base runner and is allowed to run until he or she is pronounced out or the coaches stop play.
- 3 OUTS OR ONE TIME THROUGH THE LINE-UP.

DEFENSIVE SUBSTITUTES, ETC.

- All players will play defense.
- The defensive team must have no more than 5 infielders and a catcher and 4 outfielders.
- An adult may stand behind the plate, at the backstop, to retrieve passed balls.
- Coaches may be on the field with their teams while on defense.

TIME LIMIT

- No new inning shall begin with 5 minutes remaining in the game.

PLAYING FIELD

- The T-Ball diamond shall have 50 foot base lines.
- The T-Ball pitching distance shall be 35 feet.
- In T-Ball, the distance from home plate to second base shall be 70 feet 8 1/2 inches.
- An arc will be drawn from foul line to foul line, 10' in front of home plate.

- When the tee is used, the area bordered by the arc, the foul lines, and the back point of home plate shall be considered foul territory. The arc itself is not in foul territory.

MISCELLANEOUS

- Each team is allowed a maximum of two coaches on the playing field.
- The score will not be kept.
- A team may play with as few as seven (7) players. However, if a team cannot field the minimum, the coaches must agree to keep playing by either borrowing players from the team they are playing or changing the player minimum for that game.

8U Baseball/Softball – Coach Pitch

Revised 4/25/2018

- NUMBER OF INNINGS PLAYED: 5
- TIME LIMIT: 60 minutes
- NUMBER OF DEFENSIVE PLAYERS: 10 (4 outfielders)
- MAXIMUM RUNS PER INNING: 5

BASE RUNNING

- Base runners are not allowed to lead off.
- Base runners are not allowed to steal.
- Runners must stay on base until the ball is batted into play by the batter.
- Once the ball is thrown to the player pitcher and he/she is in the pitcher's circle, the play is complete and no runners may advance.

BATTING

- The batting order consists of all players and stays the same throughout the game.
 - There are NO offensive substitutes!
- If a player cannot take his turn at bat due to illness, injury, ejection, etc. his/her spot will be skipped. The next batter in the lineup will bat. NO AUTOMATIC OUTS WILL BE ASSESSED IN THIS SITUATION.
- A coach will throw 5 pitches to the batter.
- If the ball is not put into fair play the batter will get 1 swing off of a tee to put the ball in play fair. If the ball is still not put into fair play batter will be "out" and will be the next batters turn.
- Teams will switch after the entire lineup bats or 3 put outs whatever comes first.
- When hitting off the tee, the player must put the ball into fair territory (within the foul lines and beyond the arc) in order for the ball to be considered live.
 - Any other batted ball not meeting this rule will be considered foul and the batter shall be called out.
- Last Batter Rule:
 - The last batter in the lineup must be announced before the at-bat takes place.
 - If the last batter hits the ball into fair-play, he/she becomes a base runner and is allowed to run until he or she is pronounced out or the coaches stop play.
- 3 OUTS OR ONE TIME THROUGH THE LINE-UP.

DEFENSIVE SUBSTITUTES

- Every defensive half inning, all players who did not participate defensively in the previous half inning MUST enter the game defensively for this half inning.

TIME LIMIT/END OF GAME

- No new inning shall begin with 5 minutes or less remaining in the 60 minute time limit.

PLAYING FIELD

- The diamond shall have 60 foot base lines.
- The pitching distance shall be 35 feet.
- The distance from home plate to second base shall be 84 feet 10 inches.
- An arc will be drawn from foul line to foul line, 10' in front of home plate.
 - When the tee is used, the area bordered by the arc, the foul lines, and the back point of home plate shall be considered foul territory. The arc itself is not in foul territory.

MISCELLANEOUS

- Each team is allowed a maximum of two coaches on the playing field.
- The score will not be kept.
- A team may play with as few as seven (7) players. However, if a team cannot field the minimum, the coaches must agree to keep playing by either borrowing players from the team they are playing or changing the player minimum for that game.

10U Baseball – Modified Kid Pitch Rules

Revised 4/26/2018

- NUMBER OF INNINGS PLAYED: 5
- TIME LIMIT: 75 minutes
- NUMBER OF DEFENSIVE PLAYERS: 10 (4 outfielders)
- MAXIMUM RUNS PER INNING: 5

BASE RUNNING

- Base runners are not allowed to lead off.
- Base runners must remain on the base until the ball is at or has passed the catcher. A runner may only steal one base per pitch, regardless of overthrow, etc. Runners may not steal home.
- The batter is out on the third strike even if the catcher drops the ball. All other base runners may advance with liability to be put out.
- When a batter is walked, any base runners that would have been forced to the next base by the walk will be allowed to advance one base before the ball is hit from a coach.
- Base runners cannot advance on a wild pitch, passed ball, or overthrow from the catcher to pitcher.
- Courtesy Runners are encouraged, for the pitcher and catcher ONLY, and must be the player who made the last out.

BATTING

- The batting order consists of all players and stays the same throughout the game.
 - There are no offensive substitutes!
- If a player cannot take his turn at bat due to illness, injury, ejection, etc. his spot will be skipped. The next batter in the lineup will bat. **NO AUTOMATIC OUTS WILL BE ASSESSED IN THIS SITUATION.**
- The batter is out on the third strike, even if the catcher drops the ball.
- If a batter “walks”, the offensive coach shall come out and will pitch the remainder of the count. The batter will have an attempt to put the ball in play instead of automatically advancing to first base.
 - **EXAMPLE:** The defensive pitcher throws 1 strike to the batter prior to the “walk”. The offensive coach has two pitches for the player to put the ball in play. If the defensive pitcher throws 2 strikes, the offensive coach has one pitch.
 - Foul balls do not extend the coach pitching.
 - If the player does not put the ball in play, he is out and the out counts towards the three outs/inning limit.
- Bunting is not allowed.

DEFENSIVE SUBSTITUTES

- Every defensive half inning, all players who did not participate defensively in the previous half inning **MUST** enter the game defensively for this half inning.

PITCHING

- Umpires will be lenient on balks and illegal pitches. The only balks (baseball) to be called will be for quick pitches with runners on base.
 - **BASEBALL:** While base runners are not allowed to lead off or steal, it is still important to teach the pitchers that they must come to a complete stop while in the set position with runners on base.
- If a pitcher walks a batter, the offensive head coach shall pitch two attempts to the batter.
- A pitcher may pitch 6 innings per calendar week (Sunday-Sunday). 1 pitch = 1 inning

TIME LIMIT/END OF GAME

- No new inning shall begin with 5 minutes or less remaining in the 75 minute time limit.
- **TIE GAMES:** If a regulation or complete game ends with the score tied, it will remain a tie.

- MERCY RULE:
 - 15 runs after 3 innings
 - 10 runs after 4 innings

BASEBALL PLAYING FIELD

- The diamond shall have 60 foot base lines.
- The pitching distance shall be 46 feet.
- An arc will be drawn from foul line to foul line, 15' in front of home plate.
 - When the coach pitches, the area bordered by the arc, the foul lines, and the back point of home plate shall be considered foul territory. The arc itself is not in foul territory.

10U Baseball – EKBL Rules

All games versus teams outside of the ORC will be played by the ORC rules above and Cal Ripken Rules with the following exceptions:

1. Coaches have the option to bat their roster. Must declare at the umpire meeting.
2. The EKBL is not a modified kid pitch league. If a batter receives 4 balls, they shall walk. The coach will not come out to pitch the remainder of the count.
3. Run Rule – 10 runs after 4 innings.
4. Automatic outs will be assessed if a batter cannot take his place at bat.
5. Games will not remain in a tie. Games will be played until a winner is decided.
6. The 10U EKBL Tournament will be held on July 13, 14, 15 in Princeton. Admission will be charged. \$3/adult, \$2/child.
7. Players must play in half of the team's games in order to be eligible for the tournament.

12U Baseball Rules

Revised 4/26/2018

- NUMBER OF INNINGS PLAYED: 5
- TIME LIMIT: 90 minutes
- NUMBER OF DEFENSIVE PLAYERS: 9
- MAXIMUM RUNS PER INNING: 7

BASE RUNNING

- Base runners are allowed to lead off and steal bases.
- Base runners are NOT allowed to steal home.
- Courtesy Runners are encouraged, for the pitcher/catcher ONLY, and must be the player who made the last out.

BATTING

- The batting order consists of all players and stays the same throughout the game.
 - There are no offensive substitutes!
- If a player cannot take his turn at bat due to illness, injury, ejection, etc. his spot will be skipped. The next batter in the lineup will bat. NO AUTOMATIC OUTS WILL BE ASSESSED IN THIS SITUATION.
- The batter may advance on the third strike if the catcher drops the ball.

PITCHING

- A pitcher may pitch 6 innings per calendar week (Sunday-Sunday). 1 pitch = 1 inning
- Umpires will be lenient on balks and illegal pitches. A warning shall be given on the first balk/illegal pitch. All balks and illegal pitches following the initial shall be penalized according to Official Baseball Rules. Each pitcher will be given this courtesy.

DEFENSIVE SUBSTITUTES

- Every defensive half inning, all players who did not participate defensively in the previous half inning MUST enter the game defensively for this half inning.

TIME LIMIT/END OF GAME

- No new inning shall begin with 5 minutes or less remaining in the 90 minute time limit.
- TIE GAMES: If a regulation or complete game ends with the score tied, it will remain a tie.
- MERCY RULE:
 - 15 runs after 3 innings
 - 10 runs after 4 innings

BASEBALL PLAYING FIELD

- The diamond shall have 70 foot base lines.
- The pitching distance shall be 50 feet.
- The distance from home plate to second base shall be 99 feet.

12U Baseball – EKBL Rules

All games versus teams outside of the ORC will be played by the ORC rules above and Cal Ripken Rules with the following exceptions:

1. Coaches have the option to bat their roster. Must declare at the umpire meeting.
2. Run Rule – 10 runs after 4 innings.
3. Automatic outs will be assessed if a batter cannot take his place at bat.
4. Games will not remain in a tie. Games will be played until a winner is decided.
5. The 12U EKBL Tournament will be held on July 6, 7, 8 in Garnett. Admission will be charged. \$3/adult, \$2/child.
6. A pitch count will be assessed in the tournament according to Cal Ripken rules.
7. Players must play in half of the team's games in order to be eligible for the tournament.

U15 EKBL Baseball Rules

Revised 4/26/2018

- NUMBER OF INNINGS PLAYED: 5
- TIME LIMIT: 1 hour, 45 minutes
- NUMBER OF DEFENSIVE PLAYERS: 9
- MAXIMUM RUNS PER INNING: No Maximum

All games verses teams outside of the ORC will be played by Cal Ripken Rules with the following exceptions:

BASE RUNNING

- Base runners are allowed to lead off and steal bases, including home plate.
- Courtesy Runners are encouraged, for the pitcher and catcher ONLY, and must be the player who made the last out.

BATTING

- Coaches may not bat their roster.
- Dropped third strike is a live ball in accordance with Official Baseball Rules.

PITCHING

- A pitcher may pitch 7 innings per calendar week (Sunday-Sunday). 1 pitch = 1 inning
- Umpires will NOT be lenient on balks and illegal pitches. One warning per team (not per pitcher) will be given.

TIME LIMIT/END OF GAME

- No new inning shall begin with 5 minutes or less remaining in the 1:45 time limit.
- TIE GAMES: If a regulation or complete game ends with the score tied, the game will be played until a winner is determined.
- RUN RULE: The mercy rule is:
 - 15 runs after 3 innings
 - 10 runs after 4 innings

BASEBALL PLAYING FIELD

- The diamond shall have 90 foot base lines.
- The pitching distance shall be 60 feet, 6 inches

The 15U EKBL Tournament will be held in Ottawa at Orli Cox Sports Complex. Admission will be charged at \$3/adult, \$2/child. Players must play in half of the team's games in order to be eligible for the tournament.

TWIN RIVERS SOFTBALL LEAGUE – GENERAL RULES

The Twin Rivers League will play by ASA Rules, except for the following:

- League Fee's will be \$125.00 Dollars per team (Paid by ORC)
- The League will provide game balls for the tournament
- Gate Fee for league tournaments - \$2 MAX Per Person. Players and Coaches Are Free
- Medals and trophies will be giving out only at tournament 1st, 2nd, and 3rd place metals and trophy only
- (ORC Responsibility) There will be a scheduling meeting for all teams involved May 6, 2018 at 1:00 pm at the Ozone in Osawatomie:
 - 14U @ 1:00, 12U @ 2:00, 10 @3:00, and 8 at 4:00
 - Teams are to bring:
 - Check for \$125.00 per team
 - Roster for team
 - (last addition to team must be given by June 15, 2018)
- ASA or NFHS balls will only be used in this league. 10 and under will uses an 11 inch ball, and 12&14 and under will use a 12 inch ball (ORC Responsibility)
- Roster batting will be used in all leagues
- 10U runs allowed will be 6 per inning this includes last inning
- 12U&14U runs allowed will be 7 per inning this includes last inning
- No Walk League for 10 and Under league, coach comes in after the pitcher has thrown the fourth ball and coach inherits the count and get three pitches or called third strike, before the batter is called out *see attached sheet
- Coaches that want to protest a RULE INTERPRETATION must pay a \$25.00 dollar fee right then and there, plus have a written protest by the end of the game. Umpires that are involved in that game must also be required to have a written statement
- Umpires must be KSHSAA, ASA, USSSA or League trained to umpire a game
- Umpires must be at least 14 years or older to umpire games (16 years of age or older to be employed by ORC)
- Umpires not ASA certified will need to come to league training
- Umpires are required to wear powder blue, or navy shirts with gray or tan shorts/pants
- Game times will be as the following 10U will be 70 minutes
- Game times for 12U & 14U will be 75 minutes
- Games times will be at 6:00 and 7:30 pm for all towns involved unless special arrangements are made between the two towns
- Rain Outs have to be called in no later than two o'clock to give ample amount of time to contact players (ORC will contact coaches by 3:30 pm)
- League Fee's will carry over to next year for each league, and will be discussed on what to do with extra money
- Year End meeting will be scheduled (ORC Representatives will attend)
- Make sure at the scheduling meeting that your coaches bring contact information and roster of girls for each team they coach (Coaches will not attend. ORC representatives will attend)
- To seed a tournament records will need to be given to tournament director. Three days prior to the tournament
- Age as of January 1st 2017 will be the determined age of the girls, and what league they are in

TWIN RIVERS SOFTBALL LEAGUE - CODE OF CONDUCT

In addition to the ORC Code of Ethics, the following Code of Conduct will be in effect for all Twin Rivers League games:

ARTICLE I: Players

- A. All players are expected to show good sportsmanship, on the field and off. Vulgar language will not be permitted.
- B. All players are expected to accept an official's call without argument.

ARTICLE II: Coaches

- A. Coaches must follow the rules adopted by this league.
- B. Any use of tobacco or alcohol products is not permitted in the dugout, on the playing field, or on the ball property.
- C. Any coach using flagrant exhibition of vulgar or profane language shall be sufficient cause for dismissal from the game. After a second offense, the manager or coach will be removed from the program.
- D. Coaches and managers will use self restraint at all times regardless of the outcome of the plays and calls for the benefit of the children.
- E. Coaches and managers who deviate from the purpose of this league will be removed from their responsibilities.
- F. Any behavior that deviates from the purpose or above rules should be reported to the League Board Members using the grievance report.

ARTICLE III: Parents/Spectators

- A. All parents and/or guardians will encourage their children to participate in this program and also fulfill their obligations to their team such as attending practice, obeying the instructions of their coach(es), accepting the umpire's calls, and cooperating with fellow teammates.
- B. Parents, guardians, and spectators are expected to set examples for their child(ren) by displaying respectful and sportsmanlike attitudes toward the coach(es), officials, and any other matter relating to the Twin Rivers Youth Softball League.
- C. Examples of unacceptable behavior are; but not limited to:
 - a. Obscene words or gestures.
 - b. Racial, ethnic, or sexually oriented comments.
 - c. Celebrating the errors or misfortune or participants on either team.
 - d. Attempting to distract or interrupt a participant's concentration.
 - e. Harassing participants, i.e. booing, jeering, or yelling at individuals.
- D. Disruptive Fan Procedure – If an official becomes aware of disruptive fan behavior the following procedure will be used to resolve the situation.
 - 1st Incident** – Communicate to the coach that there is disruptive fan behavior which needs to cease immediately. The official will direct the coach to inform their fan(s) that this behavior needs to cease immediately. This will be considered the team's first official warning.
 - 2nd Incident** – Strongly encourage the coach to have their disruptive fan(s) leave the area to avoid further incidents.
 - 3rd Incident** – Play is suspended immediately. The offending team will forfeit the game regardless of points scored.
- E. If a team's coach discovers that the disruptive fan is not their fan, they should report this to the game officials. Any disruptive fan behavior should be reported to the League Board Members using a grievance report.

ARTICLE IV: Grievance Reports

- A. Any team representative or town represented in our league may file a grievance against another coach or team at any time during the season in regards to detrimental behavior or acts that are perceived as unsportsmanlike with the League Board Members. If a grievance is filed then the League Board Members will investigate the allegations and call a meeting, if needed, to determine the penalties against the offending person or persons.

When an agreement or decision has been reached the penalty will be applied immediately and enforced by the League Board Members or the Head of the town's Association.

- B.** All grievances must be filed, in writing, and turned into your local League Board Member.
- C.** All grievances will be kept on file.

10U Softball Rules

The ORC will play in the Twin Rivers Softball League. The following rules are in effect:

NO WALK LEAGUE

- 1) Each batter will face a PLAYER pitcher. No walks will be allowed. If a girl pitcher throws 4 balls (not in strike zone) to a batter, the batter will then receive up to 3 additional pitches thrown by an offensive coach. The batter will assume the count of strikes previously thrown by the pitcher. The batter will then have only 3 additional pitches to put the ball into play. Once the coach pitches, a batter can only strike out swinging. A batter cannot end her at bat on a foul ball unless the defense catches it in the air for an out. Coach pitchers must keep both feet in the pitching circle when delivering a pitch. Coach pitchers do not have to pitch from the mound, they must start in the circle and may step over the line as they deliver the pitch.
- 2) **Pitcher/Coach Will Not Coach from the Circle Except to Position Batter Before Pitch ...2 Warnings will be given then the Lead Runner Will Be Called Out.**
- 3) Batters who are struck by a pitch from a Player pitcher without swinging at the ball shall be awarded 1st base. If the batter is struck by a pitch from the Coach Pitcher, she is not awarded 1st base and the pitch is just counted as 1 of the 3 allowed pitches.
- 4) A batted ball which strikes the Coach Pitcher before it is touched by a defensive player is ruled a dead ball and the pitch will be replayed as a no pitch. A batted ball that strikes a Coach Pitcher after it is touched by a defensive player, will remain a live ball.
- 5) Bunting is only allowed when the pitch is delivered by a Player pitcher.
- 6) The infield fly rule does not apply.
- 7) Stealing is allowed except for stealing home, when a Player pitcher is pitching. The runner may only advance one base per pitch. If the runner advances more than one base she is in jeopardy to be put out until she has safely reached a base. If she has reached a base beyond her one base, time will be called and she must return to the first base she acquired on the steal. A runner can never advance to home on a steal. A player can only advance home in the following scenarios. Base hit advancing runners. Hit by pitch when the player is pitching advancing runners or the defense tries to get runner at 3rd out resulting in the ability to go home.
- 8) Overthrow: If the defensive team makes a play on an offensive base runner and an overthrow of fielder results, all runners can advance one base. Should the defensive team throw to the pitchers circle, all runners must stop and return to the last base touched. It is the responsibility of the base runners to reach that base safely. Runners can be thrown out. Umpire should call "time" once the ball leaves the hand of the defensive player with a throw towards the pitchers' mound.
- 9) Batters cannot advance to 1st base on a dropped 3rd strike. Base runners on 1st or 2nd base may steal at their own risk on a dropped 3rd strike, if a Player pitcher delivered the pitch.
- 10) Defense may have 10 players on the field. No more than 6 players including the catcher may occupy the infield portion of the field.
- 11) Roster batting – free substitutions, including the pitcher.
- 12) Courtesy runners may be used for the pitcher and/or the catcher. Courtesy runner will be the last available player in the lineup. The same runner if she is the last available can be used for both the pitcher and the catcher in the same inning.
- 13) Each half inning will end when the 6th run scores or the 3rd out is made, whichever occurs first. There will be no tie breakers played. If the game ends in a tie, that is how it will be recorded, For League Games Only.
- 14) Games are 70 minutes long, And Finish The Inning . If the Visiting Team is up by 6 points or more when time has expired or if the Home team cannot score enough runs allowed in their half of the inning to tie the game, the game will end at the expiration of time.

ADVANTAGES

- 1) This allows the teams to develop pitchers, without embarrassing a player, trying to pitch and only walking girls. With this experience, the player may never try to learn how to pitch better, later in her youth career.
- 2) It allows you whole defensive team, to be involved in the game. More balls will be hit and everyone will feel they had a part in the game. An enjoyable experience, rather than: (example) the center fielder never getting a ball hit to her, due to only walks, being performed by her teammates.
- 3) It will allow each batter a quality at-bat; a chance to hit the ball, instead of going up to bat and seeing 4 "balls" roll past her and all she gets to do is "walk" to 1st base.
- 4) Lets make this a learning and enjoyable experience for these young youth sports participants.

12U & 14U Softball Rules

The ORC will play in the Twin Rivers Softball League. The following rules are in effect:

The TWIN RIVERS LEAGUE will adhere to ASA Rules except for the following amended league rules for the 12U and 14U age group

1. ROSTER BATTING ONLY... All girls must be in the lineup. This will allow you free substitution through the entire game. ASA pitching rules and substitution will still be in effect if the pitcher is removed from the pitching position
2. RUN RULES.... Run rule will be 15 after 3 innings, 12 after 4 innings and 8 after 5 inning of play and 1 run after 7 innings of play, with a time limit of 75 minutes. If time has expired the inning will be finished if needed. If the Visitors are at bat they will finish their half of the inning regardless of the score and the ability to tie or go ahead.
3. TIE BREAKER..... We will use the international tie breaker in which the last available player in the lineup will be placed on second base.
4. RUN LIMIT PER INNING.....There will be a 7 run per inning run limit. The purpose is to move the game along in which both teams will get the opportunity to play offense and defense several times in the game's time limit.
5. COURTESY RUNNER.....A courtesy runner may be used for the pitcher and/or the catcher. The courtesy runner will be the last available player not on base. (NOT THE LAST OUT) The same courtesy runner may be used for both the Pitcher and the Catcher in the same half inning.
6. PROTESTING A GAME..... Coaches that want to protest a call must pay a \$25.00 dollar fee right then and there, plus have a written protest by the end of the game. Umpires that are involved in that game must also be required to have a written statement. (Judgment Calls are not subject to Protest.)
7. METAL CLEATS ARE NOT ALLOWED IN 12U..... Any player caught with metal cleats while in the game will be subject to ejection and the coach will be restricted to the bench the remainder of the game. 14U players are allowed to wear metal cleats.
8. RAINOUTSPlease contact visiting team by 2 PM for rainouts. If there is a threat for weather please keep in contact with the opposing coach throughout the day to make a decision to play or not. Ample time to call games and communication will ensure that all players can be contacted in case of rainouts.