Olathe Parks & Recreation Baseball Rules

Except for the rules covered in these by-laws, OPRD Baseball & Softball will be governed by USSSA (United States Specialty Sports Association) Baseball & Softball rules: www.usssa.com

Sportsmanship Policy for all Leagues

a. All players must currently be registered and only play for one team in the OPRD Baseball program. Using an illegal player will result in forfeiture of the game.
b. Good sportsmanship must be exhibited by coaches, players, parents and spectators. The umpires and staff will have complete authority to enforce good sportsmanship.
c. The home team will occupy the first base dugout. Only coaches and players may be in the dugout.
d. Head coaches will be responsible for the conduct of their assistant coaches, players and fans.
e. There will be a zero-tolerance swearing policy for all players, coaches, umpires, and fans.
f. Chatter or chanting of any kind must be positive in nature and may not be directed at an opposing individual or team.
g. No artificial noise makers will be allowed (i.e. radios, cowbells, horns, etc.).
h. A player or coach who intentionally throws a piece of equipment may be subject to ejection.
i. Alcohol will not be allowed on the premises during youth play. All OPRD facilities are smoke and chewing tobacco free.
j. OPRD has implemented a heat policy for all youth baseball games. Games may be modified during extreme heat. For further information on the heat policy please refer to the OPRD web site.

Pre-K T-Ball and Kindergarten Coach Pitch Playing Rules

The following rules will be the same for both leagues.

k. Field dimensions are: Baselines 60”.
l. Time limit for games is one (1) hour with no exceptions. The player that is at bat when time limit is reached may complete his at bat.
m. Formal score is not kept – these games are to be played as intra-squad scrimmages and no more.
n. Coaches may be on the field defensively, but not interfere with the ball nor scream instructions. Coaches are there to teach and correct, not direct.
o. All players play defensively each inning.
p. Each inning the fielders must rotate positions within one side of the field. The only exception will be at first base or catcher. Some youngsters resist playing there. Don’t force them.
q. If a player doesn’t hit the ball after three swings, he advances to 1st base to run the bases.
r. Each batter will bat in each inning, no matter how many runs or outs are made. The inning is over when the last batter bats. Outs are not recorded.
s. Runners may not leave the base until the ball is put into play. There is no stealing, no running on a passed ball, no pick-off plays, no penalty for leaving early, no arguing over base running rules.
t. The batting order must change each inning. The first batter drops to the last batter in the next inning and each batter moves up in the order. Rotate accordingly for the next game.
u. There will be no forfeits, just scrimmage with how many ever players arrive.

For Tee Ball Specifically

v. If a player doesn’t hit the ball after three swings, he advances to 1st base to run the bases.
w. All batter/runners will only advance one base at a time whether they are technically out or safe does not matter.

For Coach Pitch Specifically

x. Coaches will pitch to their own batters, but not interfere with the batted ball.
y. To provide a learning experience each batter/base runner should be made aware whether he is safe or out and why.
z. Each batter gets four (4) pitches to hit a fair batted ball. If the fourth pitch goes by, a tee should then be used.
aa. Runners will halt their advance when pitcher has possession of the ball in the areas of the mound. Please stop your runners at the base they are obviously headed for when this occurs.
1st, 2nd, 3rd Grade Machine Pitch Playing Rules

The following rules will be the same for both leagues.

I. Batting Order
   a. All players in attendance at the game will bat using a continuous batting order. Late arriving players or those in attendance for a suspended game who were not at the original game should be added to the end of the batting order.
   b. If a player must leave the game for any reason an out will not be assessed. The players spot in the lineup will be skipped without penalty unless the team drops below the 8-player minimum.
   c. In that instance, an out would be recorded in the leaving players’ spot in the lineup.
   d. An official batting order should be exchanged between head coaches at the plate meeting.

II. Scorekeeping
   a. The home team is the official scorekeeper and will be responsible for all appropriate game scorekeeping including the game cards. Opposing score keepers should reconcile how many runs have been scored after each inning is completed.
   b. In the event of a suspended game, the scorekeeper must record the time the game was stopped, the batter and count, names and location of all base runners.

III. Equipment and Uniforms
   a. No metal spikes.
   b. Players will be required to wear identical uniforms consisting of a hat, jersey with a number (no cut-off sleeves), baseball pants (no sweat pants or jeans) and socks. Players not in proper uniform will not be allowed to participate.
   c. Teams are not allowed to use training devices such as hitting sticks inside the fences during play. Teams should only use training devices on the field during warm-up time, before the game, or between innings.
   d. Wooden bats may not be used.
   e. Fall baseball will not include hats, it is okay if not everyone’s hat matches.

IV. Forfeits
   a. A team may play with 8 players; however, a forfeit will be called if a team only has 7 players.
   b. If a forfeit is called, teams may use the field & machine to scrimmage until the time limit is reached. If requested to by the coaches the umpire must stay and work the scrimmage until time limit is reached.

V. Substitutions
   a. There will be free defensive substitutions from inning to inning. Once an inning has begun, defensive teams are still allowed to substitute players and switch defensive positions.
   b. If a base runner is injured the runner shall be the last batted out. Any injured player that cannot run the bases must be removed from the game and may not reenter. No player may start a game injured with the intention of having someone else run for him/her.
   c.Courtesy runner is allowed for the catcher only, must be the player who made the last batted out.

VI. Slide and Obstruction
   a. Whenever a tag play is evident, a runner must try to avoid contact with the fielder or catcher. Attempting to jump, leap, or dive over the fielder or catcher will not be considered trying to avoid contact and is an automatic out.
   b. If a play is not evident, obstruction will be called on a fielder that impedes the progress of a runner.
   c. Malicious contact shall supersede all obstruction penalties. The runner shall be called out and may be ejected from the game at the umpire’s discretion.
   d. When enforcing this rule, the umpire will judge the runner’s intent. If the umpire feels that the contact was unintentional then the runner should only be declared out. If the umpire feels the contact was intentional and/or malicious then the runner will be declared out and ejected.
VII. Interaction with Umpires
   a. Coaches are not allowed to discuss a judgment call with an umpire. Any discussion of a judgment call could be grounds for immediate ejection.
   b. If an immediate rule clarification is required, the coach, in a professional manner, may ask for a time out and ask the umpire for a rule clarification. If the coach is not satisfied with the rule clarification, they can request to ask the field supervisor.
   c. Harassment of umpires will not be tolerated and will be cause for immediate ejection. Coaches are responsible for the actions and behavior of their players, parents and fans.

VIII. Ejections
   a. Anyone ejected from a game must leave the complex immediately. Those serving a suspension may not attend the game(s) for which they are serving a suspension.
   b. Player, Coach, Parent or Fan
      i. First ejection – suspended for the next game.
      ii. Second ejection – suspended for the next two games and appearance before the Advisory Committee may be required.
      iii. Third ejection – suspended for a minimum of three games and mandatory appearance before the Advisory Committee.

a) Playing Times
   o Coaches are allowed to use one of the following options. Option #1 - No player may sit out two consecutive defensive innings. Option #2 - See below.

<table>
<thead>
<tr>
<th>Game Length</th>
<th>Minimum innings required to play per game</th>
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</thead>
<tbody>
<tr>
<td>3 Innings</td>
<td>Must play 1 inning</td>
</tr>
<tr>
<td>4 Innings</td>
<td>Must play 2 innings</td>
</tr>
<tr>
<td>5 Innings</td>
<td>Must play 2 innings</td>
</tr>
<tr>
<td>6 Innings</td>
<td>Must play 3 innings</td>
</tr>
</tbody>
</table>

IX. If a coach chooses option #2 all players must enter the game by the third inning.

X. Other Common Rules
   a. Inning is completed by either 3 outs or 7 runs whichever comes first.
   b. Only the head coach may address the umpire about a ruling.
   c. 1 hour OR 3 innings constitute a full game in the event of inclement weather.
   d. Only the head coach may address the umpire about a ruling.
   e. Base distance 60’, Pitching 44’
   f. The batter has five pitches to hit the ball into play. If the batter fails to do so, he shall be declared out.
      i. The umpire may declare the pitch unhittable and award the batter an additional pitch.
      ii. If the batter swings at an unhittable pitch, the pitch counts as one of the five pitches and the umpire shall not award an additional pitch.
      iii. The machine will be set prior to the game by the rec staff.
   g. The umpire will operate the pitching machine.
      i. Adjustments to the pitching machine may be made if requested and granted by the umpire.
   h. A courtesy runner may be used to run for the catcher at any time during the inning. The courtesy MUST be the last batted out in the lineup. If no out has been made in the game, then it will be the last batter in the order.
      i. No bunting.
   j. There are no intentional walks.
   k. Base runners may not leave the base until the ball is hit. **PENALTY: Runner is out, and ball is dead.**
      i. If the runner leaves the base and the ball is not hit the runner is out.
   l. There is no base stealing. **PENALTY: Runner is out, and ball is dead.**
   m. Runners may not advance on pass balls.
n. Sliding head first is prohibited. **PENALTY:** Runner will be given one warning. After that it will be an automatic out.

o. An official defensive lineup shall consist of ten players, four of which are outfielders.
   i. The four outfielders must be in an outfield position. (Touching the grass at Oregon Trail).
   ii. If you have less than 10 players, they must still play a traditional defensive formation.

p. Play is over when the ball is secured by an infielder inside the base lines.
   i. If a runner is more than half way to the next base, he may safely advance to that base.

q. If a batted or thrown ball hits the pitching machine in the pitching circle, the ball is dead.
   i. Batter and all runners are awarded one base

r. Overthrows – An overthrow is a ball that is thrown from an outfielder to an infielder that is not cleanly caught.
   i. Only one base advancement on an overthrow even if the ball remains in play; runner advances at his own risk. There will only be one overthrow per hit ball. If a second overthrow occurs, the ball will become dead and all runners will return to the base they occupied following the first overthrow.
   ii. **EXAMPLE:** Base runner is trying to stretch a single into a double. The defense overthrows second base and the runner attempt to advance to third base. The defense overthrows third base. The runner may not advance and must stay at third base.

On a ball fielded by an infielder a runner may only advance one base from the time of the pitch regardless of if there is an overthrow.

s. An official defensive lineup shall consist of ten players, four of which are outfielders.
   i. The four outfielders must be in an outfield position.

t. Play is over when the ball is secured by an infielder inside the base lines.
   i. If a runner is more than half way to the next base, he may safely advance to that base.

u. If a batted or thrown ball hits the pitching machine in the pitching circle, the ball is dead.
   i. Batter and all runners are awarded one base

v. Batter and all runners are awarded one base.

XI. 1st Grade Specific Rules

a. Regulation games consist of (6) innings or the eighty (80) minute time limit. No new inning will start after 80 minutes. At the time limit a game is over immediately.
   i. The player at-bat may complete his at-bat.

b. Score is not kept; however, lineups must be exchanged prior to the start of the game at the plate meeting. The lineup must have both player number and full name.

c. Umpire will feed 5 pitches in a row if necessary, to the batter.

d. The speed of the machine is 34 MPH.

e. One defensive coach shall be allowed, specifically in the outfield to help coach his players.

f. Coach may not interfere with a ball in play.

g. One batting coach shall be allowed behind the batter, to help coach his batter and to retrieve passed balls. No coach may physically assist a player in any way.

XII. 2nd/3rd Grade Specific Rules

a. Regulation games consist of (6) innings or ninety (90) minute time limit. No new inning will start after 90 minutes.

b. 2nd Grade the speed of the machine is 36 MPH.

c. 3rd Grade the speed of the machine is 38 MPH.

d. We will only feed 1 baseball at a time for each batter.

e. All defensive coaches must be inside the dugout with their feet on the concrete once the inning starts. Only the head coach may step out of the dugout once the inning starts to coach the team in between batters.
   i. Coaches may be given 1 warning by the umpire after the warning they are subject to ejection.

f. All batting team coach’s other than the 1st base and 3rd base coach must be inside the dugout with their feet on the concrete once the at bat starts and may not leave until the play is called dead by the umpire.
i. Coaches may be given 1 warning by the umpire after the warning all coaches are subject to ejection.

g. At the time limit, if an inning has started (a new inning starts once the last out is recorded from the previous inning) then and the score differential is 7 runs or fewer the inning will be completed.
   i. If the visiting team is behind by eight or more runs the game is over.
   ii. If the home is behind by seven or fewer runs the inning will be completed.
   iii. If the home is behind by eight or more runs the game is over.

   I. A new inning begins the instant the last out is made.

h. When the batting team has scored seven (7) runs during any at-bat, the at-bat will end. Any runs that may have scored beyond seven will not be counted.

i. A game is decided by a 15-run lead after 4 innings and an 8 run lead after 5 innings.
   i. Teams may continue to play if games are not running late, there is time remaining on the game limit, and both teams consent. Umpires will be required to remain on the field in this instance.

j. At the time limit, if an inning has started then the player at-bat may complete his at-bat.
   i. If the visiting team is behind by eight or more runs the game is over.
   ii. If the home is behind by seven or fewer runs the inning will be completed.
   iii. If the home is behind by eight or more runs the game is over.

k. Tie breaker: In the event of a tie after all innings have been completed or at the time limit the tie breaker rule will be used. At the start of a new inning the visiting team will put the batter that was the last out from the previous inning on 2nd base with 1 out. At the start of the bottom half of the inning the home team will start with the batter that was the last out from the previous inning on 2nd base with 1 out. We will continue to play until a winner has been determined.