

ORIOLE PARK BASEBALL ASSOCIATION



RULE BOOK

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I. CONSTITUTION

Article 1. Organization Name

The name of this organization shall be the "Oriole Park Baseball Association."

Article 2. Purpose

The Oriole Park Baseball Association is a non-profit organization, organized by interested persons in the Oriole Park community. The purpose of the organization is to foster, promote and direct a program of baseball for youth in various age brackets in the community.

Article 3. Membership

Section 1. Any person 18 years of age or over, interested in being, Manager, Official Coach, or Active Participant are eligible.

Section 2. To be Eligible to be a league Director you must meet the above Preamble and have been a Manager or official coach for one year.

Section 3. To be an Executive Board Member you must have been an executive board member the previous year or a League Director for two years and have attended 80% of the previous year's league meetings and participation in 50% of league functions being, Registration, t ball/instructional meetings, equipment/ field maintenance, Thillens days, picnic planning and day).

Article 4. Executive Board , League Directors and Board of Directors

Section 1. **The Executive Board** shall be as follows:

A. President

B. Vice President

C. Secretary

D. Treasurer

E. Senior Board Member

F. Past President (Past President will be any outgoing president that has served as president in good standing for at least two terms. Past president will have a voice at meetings and be allowed a vote. Past president attendance and participation is waived because of his/her previous service to the league. Past president will stay in office until replaced by an outgoing president in good standing.

Section 2. The Executive Board is responsible for enforcing, setting and adopting policy. This will be done by membership presenting any new policies and or changes to policy or amendments to the OPBA Rules or Constitution (must meet criteria as stated in Article 7) to the Executive Board for discussion and vote by the Executive Board. Once policy or amendments to the constitution/rule have been passed by the Executive Board, the policy/amendment will be presented to the Board of Directors for ratification.

Section 3. League Directors

Fourteen (14) League Directors shall be elected at large. One League Director for each division: T-Ball, Boy's Instructional, Girl's Instructional, Boy's Junior Pee Wee, Girls Junior Pee Wee, Pee Wee, Midget, Pony, Colt, Connie Mack, Girls Softball 9 -10, Girls softball 11-18; All Star/Travel and Booster Club (booster club director to be named by the booster club and does not need to meet the requirements of the leagues directors).

A. Two Directors may be elected as the situation demands but allowed only one vote for that director spot.

A director may hold more then one director spot. If so they are only allowed one vote.

Section 4. The term of office of each Executive Board Member and League Director shall be for one (1) year, immediately after the fixed annual meeting to the next fixed annual meeting.

Section 5. League Directors shall have the following duties:

A. Conduct meetings of their respective divisions.

B. Select Managers for their respective divisions under the rules provided in Article 7 of the By-Laws.

C. Carry out schedules of their respective divisions.

D. Serve on committees designated by the Executive Board.

E. Pass out and collect equipment to their respective divisions.

F. Conduct draft of their respective divisions as set forth in the BY-LAWS OF THE ASSOCIATION.

G. League Directors, when acting as a game observer, shall have the necessary authority to make sure that the conduct of all managers, coaches, players, and fans shall be in accordance with the rules of good sportsmanship.

Section 6. Board of Directors

The Board of Directors shall consist of elected Executive Board members, elected League Directors and previous year's executive board members not in office who will have a voice, but no vote, (exception to past president).

Section 7. The board of directors' purpose is to direct the policies and administer the affairs of the league and their respective divisions, as provided in the Constitution and By-Laws. The Board of Directors shall vote on policies, amendments to the constitution and or rules sent to them by the Executive Board and either ratify the policy/amendments to then become league policy and or be added to the OPBA Constitution/Rules or send the policy/ amendment back to the executive Board for changes.

Section 8. The President of the Association shall be President of the Board of Directors. The Secretary of the Association shall be the Secretary of the Board of Directors and keep or designate someone to keep the minutes of the meetings.

Section 9. The Board of Directors shall adopt a budget annually on the recommendation of the Executive Board.

Article 5. Meetings

Section 1. Regular meetings of the Association shall be held as designated by the Executive Board. Meetings shall start at 8:00 p.m. from May to August. All other meetings will start at 7:30 p.m.

Section 2. The place of the meeting shall be determined by the Executive Board.

Article 6. Quorum

Section 1. Nine (9) members of the Board of Directors shall constitute a quorum.

Section 2. Three (3) members of the Executive Board shall constitute a quorum of the Executive Committee.

Article 7. Changes or Amendments

Section 1. Proposed amendments must be submitted in writing to the Secretary of the Association one (1) month before the next meeting. The proposal shall be read at the meeting. Those proposals not submitted in writing will be addressed only if time permits.

Section 2. The proposed amendment shall be voted upon by the executive board and then presented to the board of directors for ratification.

II. BY-LAWS

Article 1. Preamble

The Oriole Park Baseball Association, believing that it can best serve the interest of all concerned in Amateur Baseball throughout the Area, goes on record as favoring the following:

- A. The perfection of a solid foundation on which to build a structure that will be the means to enable the amateur baseball players to better themselves physically, mentally and morally.
- B. To make it possible for the amateur baseball player to play the game at the least possible expense.
- C. To enable all leagues, teams and personnel affiliated to receive the greatest amount of benefit accruing from the playing of the great national game of baseball.
- D. To assist the players in every way possible, that they may have an outlet for their desire to play baseball and the means to further their ambitions to do so.

Article 2. Players Obligations

Players participating in the Oriole Park Baseball Association Program are expected to fulfill the following obligations:

- A. Participate in practice sessions. If a player misses three (3) unexcused practices, the following actions may be taken, at the Manager's discretion:
 1. One (1) warning to player.
 2. One (1) warning to parent.
 3. Notify Director for one (1) game suspension.
- B. Be present at all league games.
- C. Conduct themselves as true sportsmen.

- D. Keep uniforms clean and in repair.
- E. Furnish proof of age at time of original registration.
- F. Failure to comply with the above rules may result in suspension by action of the Executive Committee.

Article 3. Elections

- Section 1. The Officers shall be elected for a term of one (1) year at the fixed annual meeting.
- Section 2. The fixed annual meeting of the Oriole Park Baseball Association shall be held in the month of September.
- Section 3. Only one Manager and up to two Official Coaches from each team in good standing will have a right to vote, plus the Executive Board Members, and League Directors.
 - A. Forfeiture of vote to any member attending less than 80% of League and Division meetings.
- Section 4. At least 20% of the membership in good standing must be present to conduct an election.
- Section 5. Voting will be done by a secret ballot or a show of hands.
- Section 6. A candidate must receive a plurality vote of those present to be elected.

Article 4. Standing Committees

- Section 1. The following Standing Committees shall be appointed by the President of the Association:
 - A. Public Relations
 - B. Finance and Purchase
 - C. Protest Board (With Approval of Rank and File)
 - D. Audit (With Approval of Rank and File) – mandatory committee to consist of a minimum of two (2) members not serving as officers or directors in the current year whose duty is to review the financial records of the Association at least once per year before the Annual Treasurer's Report.
 - E. Special Committees
- Section 2. The President of the Association shall be the Chairperson or may appoint a Chairman of all Standing and Special Committees.

Article 5. Rules of Order

Roberts Rule of Order shall be used as the parliamentary authority where it is not superseded by the Constitution and By-Laws of this organization and that the Secretary of the Association keeps such book on Roberts Rule of Order.

Article 6. Draft

- Section 1. Divisions that are exempt from the draft are T ball, Boys Instructional and Girls Instructional. These divisions the teams will be filled by manager, coach and parent requests. All request will honored if possible but teams must be balanced as far as roster size. Players that have no preference or not requested by a team will be divided up among teams needing players to fill their rosters. Division directors will see to the above policy.
- Section 1a. Boys JR PeeWee and Girls JR PeeWee Divisions. These teams will be picked by (MOCK DRAFT) manager preference and parent preference will be honored with the director watching to see that the teams are balanced as far as talent level. If a team requests its entire roster it is up to the Divisional Director to make sure that the team is balanced talent level with the rest of the division. IT IS THE DIRECTORS DECISION AND THE DIRECTORS DECISION IS FINAL. This rule is in place to adjust the kids to a competitive style of baseball/softball but yet keep the games at in instruction level and accommodate the children playing one last year with their friends and school mates.
- Section 1b. Boys Pee Wee, Midget, Pony, Colt and Connie Mack as well as Girls softball 9-10, 11-12, 13-14, 15-17 all will be subject to the full draft and will not deviate from the draft rules as listed below.
- Section 1c. The draft will be held on a date selected by the Division Director and is under the strict supervision of the Division Director and a member of the executive board. All conflicts will be resolved at the draft. Any questions or problems will be addressed before each draft. The Division Director will supply each manager with a draft roster that includes returning players on one list, Move Up players on one list and New players on one list. For Returning and Move Up players the list will include players name, age and overall rating from the previous season. Directors can opt to list each individual rating as well but total rating is all that is required. Players will be listed in highest rating to lowest rating. Like rated players will be listed alphabetically.

Section 1c. Draft order will be determined by a lottery. Even numbered rounds will be in the reverse order of the odd numbered rounds.(snake Draft)

Section 2. No previous year player may register after the draft unless approved by a majority of Managers of the League.

Section 3. All returning players must be drafted before any move up players can be selected. Likewise, the entire move up player pool must be exhausted before any new players can be selected.

Exception: If a team has three (3) protected players and they are all new or move up players, the first player drafted must be one of these players.

A. New players include any O.P.B.A. past players that did not participate in the program in the immediately preceding year, thus did not receive a rating.

Section 4. A team may protect up to three (3) players. These players must be children of the manager or coaches.

Section 5. All teams must get down to two (2) protects before any unprotected players can be drafted.

A. Highest to lowest rated protected returning players must be selected in the first round if there are three protected players.

B. Next, the highest to lowest rated move up players must be selected consecutively beginning with the first round of the move up players and continuing until the three player limit is reached.

Section 6. Under no circumstances may a team draft a player rated equal to or below one of their protected players without first selecting that protected player. Draft order must be considered when making this decision.

Section 7. Two(2) trades can be made the night of the draft with League approval only.

Section 8. Players registering after the draft will be assigned to a team based on draft order.

Article 7. Manager and Coach Selection

Section 1. A team must have at least one (1) Official Manager who must be designated on the Official Roster, which is turned into the Executive Committee. A team may have up to two (2) Official Coaches on their roster.

Section 2. Only these Official Coaches and Manager will have the right to vote (three (3) votes per team) on all matters pertaining to the Association at league meetings. An attendance sheet will be circulated at each meeting.

Section 3. The Manager will be allowed to pick up two (2) Official Coaches in his tenure as Manager of such team.

A. A Manager may have another selection of Official Coach before his tenure is up if his previously selected Coach and son/daughter are no longer with the team. However, Coach and son/daughter may not come from another team in the same division unless approved by the Executive Committee.

B. In the event that the present Manager moves to another division, or leaves for any reason, his Official Coach who is listed on the Park Roster, will have first preference to become Manager of such team. If the Official Coach refuses this position, the League Director will select a Manager (*Note, Section 4*). If this position still cannot be filled, the League Director will consider all other applicants (*Note Section 4*).

Section 4. A Manager moving up to the next division will have preference for a team over a New Manager Selection, except in case of Official Coach becoming Manager.

A. In the event that an active Manager has sons or daughters in two (2) or more divisions and wishes to manage in both divisions, a Manager moving up will have preference. Further consideration will be based on the availability of managers in that division.

Section 5. Acquisition of Managers will be in this order:

A. Official Coach as provided in Section 3 B.

B. Manager moving up from another division.

C. Coach moving up from another division.

D. Manager moving down if A-C are not available.

E. Coach moving down if A-D are not available.

F. Director of division making appointment if none of the above are available. Stay within rules, using Section 4, Paragraph A, only when there is no other alternative.

Section 6. Each team is entitled to one (1) Manager listed on the roster, and up to two (2) Official Coaches. (If Manager cannot select a Coach, he will be appointed.) Only the Manager is permitted to enter into discussions, disputes, etc. with the Umpire. The Coach is not allowed to discuss a decision, call or dispute with the Umpire.

Section 7. A Coach must be designated as Manager in Manager's absence.

Section 8. No defensive coach will be allowed on the diamond during play. There is to be no more than two (2) Coaches on the diamond while his team is at bat.

Section 9. When there are more Managers requesting teams than are available, Manager's positions will be filled in the following order:

A. Acquisition as per Section 5.

B. Past Officer

C. Past Director

D. Attendance at previous year's meetings (Sept.-Aug.)

Section 10. Selection of new Manager to specific team shall be deemed by order indicated in Section 9.

Section 11. All managers will be evaluated by the league director and board members at the end of the season. Any managers deemed by the board to be problematic or not demonstrating the goals or "best interests of the League" in their behavior will not be granted a team for the upcoming season. Any manager that has been deemed ineligible for the next season may appear before the board and appeal the ruling. This will take place at a general board meeting that is open to the public, not including the election meeting.

Article 8. Manager Responsibilities

Section 1. Managers are responsible for the Coaches' and players' conduct. Only the Managers will engage in any discussion with the Umpires.

Section 2. Managers will be required to file accident reports immediately following the game to their respective League Director or the President.

Section 3. Team will practice at least once a week, weather permitting. (once season starts, rule does not apply.)

Section 4. Trophy list: Players trophy lists will be turned into the league director by June 1st. Failure to do so will result in the team forfeiting all games until the list is turned in.

Section 5. All managers must submit their player rating sheets prior to the start of the end of year playoffs. Failure to do so will result in the team forfeiting their playoff game.

Article 9. Commissioner and Duties

Section 1. The Park Director is the League Commissioner.

Section 2. Protest Board shall consist of President or Commissioner as Chairman and one (1) representative from each division (elected at division meeting), not a Director or Officer. The representative whose division is involved in the protest will not be a member of the Board on that specific protest.

Section 3. Protest regarding any game must be submitted in writing to the League Director within twenty-four (24) hours following the game, submitted by the Manager. Decision on rules, etc., may be protested. An Umpire's judgment cannot be protested.

A. The notification of intent to protest must be made immediately before the next pitch.

B. The Manager of the protesting team should immediately notify the Umpire, or Umpires and the opponent that the game is being continued under protest.

C. The rule and section under the Official Rule under which the protest is made shall be marked on the Score Sheet and the inning circled and initialed by the Umpire.

Section 4. The Commissioner or League Director when the Commissioner is not present, will have the final say in postponing or calling a game because of rain or inclement weather prior to a ball game.

Article 10. Game Scheduling and Awards

Section 1. In case of rain during a game, the Umpire's decision will be final.

Section 2. All proposed changes to regular schedule must be presented to League Director 72 hours prior to scheduled games. Decision to reschedule will be made by League Director.

Section 3. League Directors have complete authority over all games played or those that must be rescheduled due to weather or other extraneous conditions. Both managers (or their coaches) must be present regardless of playing conditions, unless game is cancelled prior to game time. Failure to show will result in forfeit; contingent on Executive Committee approval.

Section 4. No regularly scheduled games will be played on a holiday weekend. A. Only make-up games, agreed upon by both team Managers will be scheduled for a holiday weekend.

Section 5. All Saturday make-up games take precedent for use of Sundays to make up games.

Section 6. The type of schedule for various age brackets will be determined annually by the respective League Directors and the Executive Committee.

Section 7. Maximum games played in one (1) week will be three (3) regardless of rainouts or make-up.

Section 8. Awards and the number of places for the various leagues to be determined by the Awards Committee consisting of the League Directors and the Chairman of the Executive Committee.

Article 11. Umpires

Parents, Coaches, Managers may not umpire any ball game in which their teams are involved. An Official Umpire must be used. In case of an emergency, only the Commissioner or an Officer of the Association or a League Director may appoint an Umpire. If an Oriole Park umpire that plays on any Oriole Park team is ejected from a game that he/she is participating in the umpire will be removed from good standing as an umpire and no longer allowed to umpire Oriole Park games.

Article 12. Use of Specified Diamonds

All Oriole Park games will be played on specific diamonds 1,2,3,4,5,6,7 or at Olympia Park diamonds. No games will be played on School Yard gravel, or made up on grass except for T-ball. Regular scheduled games may be played outside of Oriole Park, as determined necessary by the League Director.

Article 13. All-Star, Traveling and Tournament Teams

Section 1. The board will assign an All Star director who will oversee all All Star and Travel team activities.

Section 2. for the purpose of this section the term All stars is generic and is used to cover both the Spring Sunday league teams and the end of the season Tournament teams. Travel team will refer to Windy City Traveler teams. Oriole Park Baseball will allow for a spring Sunday league All Stars to be chosen during the off season. Consideration for the spring team will be mainly by participation in the winter clinics. The league will sanction only one house All Star team per age group. Age groups being 8-14. The spring manager has the option to carry his team as the tournament team or can option to form an entirely new tournament team made up of new players or a combination of both spring team and new players.

Section 3. The manager of the All Star teams will be chosen by the League Directors and the Board. All managers will be chosen by March 1st. To be considered as a candidate for All Star manager you must be a board member, League director, official manager or coach in the league. All candidates must submit in writing their intentions to the league director by January 15th (earlier if possible). If there is no candidate for a specific age group by January 15th the league director must inform the board and also make inquiries of all managers and coaches in his division. If after all inquiries by the director show that there is no willing candidate, the board will deem that age group All Star team to be vacant and no team will be sanctioned by the league.

Section 4. Once an All star manager has been chosen, the manager is responsible for choosing his coaching staff. The manager and coaching staff will conduct at least two (2) open tryouts for the team. Try outs must be at least one week apart and the dates will be submitted to the All Star director at least seven (7) days prior to the try outs. The Dates will then be posted on the leagues web site, giving all interested players notice of the try out. Present at the Try outs will be the manager, coaching staff, League Director and the All Star Director or a designee of the All Star Director.

Section 5. Oriole Park League games have preference to All-Star games.

Section 6. Maximum 15 players on the All Star roster, suggested 13 players

Section 7. There will be an additional fee for all players who make the Sunday League Teams and/or the Summer Tournament Teams.

Section 8. The League will supply uniforms to all All Star Teams and tournament fees not to exceed the Fees taken in by the players plus an additional \$200.00. Any fees or tournament cost exceeding the Leagues limit must be paid for by team.

Section 9. All the teams from the League will use the colors Orange and Black.

Section 10. Players must play in their respective age groups, This includes players that play up a division. A player may play up only at the discretion of the All-Star Director and/or the executive board.

Section 11. Travel ball. Windy City Travelers is the travel organization of OPBA. Windy City will act in conjunction with OPBA giving preference to OPBA players for openings. The All Star director will serve as the liaison between OPBA and WCT. Due to the extreme extra cost of travel teams Windy City will

maintain its own board of directors, finances and by laws but is considered part of Oriole Park Baseball Association.

Article 14. Alternative Rules

Due to the fluctuation of ball players in many leagues, it is hereby agreed that if the league must enter into another league with rules different from those now in effect in our rule book, exceptions will be made to conform to those of the different park, with the League Director's and Executive Committee's permission.

Article 15. Keeping Players Back

A ball player may be held back in any league for one (1) year beyond his no-pitch year, for his own best interest, subject to the following:

- A. The parents and coach agree that the boy should not be moved up and submit in writing, before draft, to the President of the Association, a request that the boy be held back giving reason for such request.
- B. The request is presented to the Executive Board and all Coaches and Managers of the lower league. After consideration and discussion, a vote is taken (2/3rds vote needed to pass) as to whether holding the boy back would be in the player's best interest.
- C. After the players retention in the lower league has been formed, the player would be placed in the draft, and the Manager who had him cannot draft him until every other team has had a draft choice.
- D. Players held back cannot pitch but can be on the In House All-Star Team.

III. UNIFORMS AND EQUIPMENT

Article 1. Uniforms

Uniforms are not to be worn prior to the start of the season, or at any time except for a game at the season's start. Uniforms issued by Oriole Park Baseball Association are to be worn for all league games. Uniforms issued by the Association shall not be altered in any fashion. An exception may be made for the printing of players and or sponsors names on the jersey as deemed appropriate by the Executive Committee.

Article 2. Spikes

No steel spikes will be allowed in any division, except the Colt and Connie Mack divisions.

Article 3. Equipment Inventory

Within one (1) week following the close of the season, a team inventory checklist must be submitted to the League Director. This checklist must be complete and accurate. Failure to submit the checklist will result in loss of new equipment for the following season.

Article 4. Equipment Responsibility

The Manager and Official Coach are personally responsible for reporting, gathering, collecting, storing, inventorying, and issuing all team equipment.

Article 5. Baseball Bats

Section 1. Baseballs: Official League Baseball.

Section 2. Bats: All bats used in Midget division or lower must be Little League Approved (2 ¼" barrel -10 max). Pony(-5 2 5/8" big barrel max), Colt and Connie Mack will follow restrictions as written in the National High School Federation Rule Book(- 3 2 5/8" big barrel max) .

Article 6. Mitts

Pitcher may not use white or gray glove.

Catchers will use a Catchers glove.

Article 7. Protective Gear

Every Catcher MUST wear a protective helmet and throat guard. All players MUST wear a jock style protective cup, plastic. Any Manager who knowingly allows his catcher or other players to play without this equipment will automatically forfeit the game.

IV Conduct of Managers, Coaches, Players and Fans

1. Only team managers may discuss a call with an umpire and only if the discussion is a question about a rules call. Judgment calls are final.
2. Players Ejected will have an out recorded in their position in the batting order.
3. Ejections: Any manager, coach, or player ejected from a game, the following penalties will be assessed:
1st Ejection: Will include a warning and up to a 1 game suspension
2nd Ejection: Minimum 3 Game suspensions
3rd Ejection: Subject to Board decision
Note: Any manager, coach, player, or family member ejected from a game for disciplinary reasons must be reported by both managers to the League Director within 24 hours.
4. Team managers will be responsible for the conduct of their coaches, players and fans. Umpires are authorized to throw violators out of a game and ask them to leave the park or subject their team to a forfeit. (note: players may remain on the bench if not causing a disturbance)
5. Players who throw a tantrum and toss their bat, helmet or any equipment in a dangerous manner will be ejected.
6. All teams are asked to clean-up their dugout and bleacher areas after each game.
7. Home team will set up the diamond for play and will fill in all low spots on the diamond after the game by using the rakes provided in the boxes at each diamond.

V. General Rule Of Play

Oriole Park Baseball will adhere to the National Federation of High Schools Rule Book unless stated below.

Article 1. Parent/League Contact Regarding Unfair Play

Parent of player is to contact one (1) of the Officers if their child is told to stay home from any game that is on the Official Schedule, or is asked or told to participate in action not in accordance with fair play and good sportsmanship. Under no circumstance can a Manager suspend a player without approval of the Board. If the League Director is involved, it will be brought to the Executive Board.

Article 2. Substitute Players (replacement players for teams unable to field 9 players)

Section 1. Substitute players may be used for the following purpose:

- A. To absolutely prevent the non-weather related cancellation of regularly scheduled games, (only if team is unable to have nine players available because of injuries to or absence of one or more players) and scheduled make-up games in accordance with the rules of the Oriole Park Baseball Association.
- B. When a Manager or Official Coach becomes aware of the possibility that he may be unable to have at least nine (9) players present for a game, he shall immediately contact his League Director, Director of League one age younger or any Manager from the league one age younger for a substitute.
- C. Directors will provide a move up list of players that want to and are capable of playing the division up.

Section 2. The player selected (from the league below) shall have fulfilled the following requirements:

- A. He shall be the oldest age allowable in his League in accordance with the rules of the Association and,
- B. He must have the consent of his parents.

Section 3. Usage of a Substitute.

- A. The player selected will be an official member of the team for that game. The player must be utilized during the game in accordance with the rules of the Oriole Park Baseball Association.
- B. The substitute player selected may not pitch or catch for the team for which he is substituting. Failure to follow these rules will result in automatic forfeit.
- C. Any move up must be approved by League Director from league below. The League Director is responsible for keeping track of who has played and giving Manager a name from the list.

D. If a substitute player is called and the regular team member shows, the sub is to play a minimum of two (2) innings in that game. No substitute may enter after a game has begun. (Must take consequences regarding ejections or injuries.)

E. No player from a division may play on another team in that same division. The substitute must be a move up.

F. If a team is playing with less than (9) players because of failing to contact the League Director for a replacement player. The Vacant spot or spots will be recorded as an "OUT" every time that the vacant spot is reached in the order

Article 3. Roster Limits, Number and Age

Section 1. Roster Limit:

A. T-Ball/Inst 14 Players

B. Pee Wee/ Jr. PW 13 Players

C. Midget 13 Players

D. Pony 13 Players

E. Colt/ Connie Mack 15 Players

Section 2. Ages of all players in the league will be determined as of April 30th.

A. T-Ball 4 to 5 years old

B. Instructional 6 to 7

C. Jr. Pee Wee 8 years old

D. Pee Wee 9 and 10 years old

E. Midget 11 to 12 years old

F. Pony 13 to 14 years old

G. Colt 15 to 16 years old

H. Connie Mack 17 to 18 years old

Players must furnish proof of age when requested.

Section 3. Players may play up one league (i.e. a 10 year old may play in Midget) with the permission of the player's parent, league director and league managers and coaches.

Section 4. Players may remain in a division one year beyond the above mentioned ages, but may not pitch. Players can try out for appropriate All-Star Team.

Article 4. Home Team Responsibilities

Section 1. The Home Team automatically has the third (3rd) Base Line Bench.

Section 2. The Home Team is responsible for the following:

A. Align and set up bases and pitchers' mound on diamond.

C. Provide two (2) new game balls.

D. For clean up of diamond (raking in low spots on diamond, bases, dug-outs and gang box.)

E. Failure to observe above regulations by Home Team will result in forfeiture of game.

Article 5. Field Nine (9) Players, Exception to Injured

Teams must start nine (9) players at all times, wearing complete uniforms. All uniformed players must play if they arrived prior to the first pitch of the third inning.

Exception: If a known injured player arrives in uniform, he may sit on the bench and not play if this is covered in the ground rules before the start of play.

If a team has a player injured and can not field (9) players the game will be allowed to continue with (8) players and the injured player will record an out every time his spot in the order is reached.

(see article 2 for exceptions to absent players replacement players)

Article 6. Offense

Section 1. All players must wear a protective helmet authorized by the Association while batting and as a base runner. The Batter-Runner and all other runners will be called out immediately if in the judgment of the umpire said player intentionally lost his helmet. This applies to all divisions.

Section 2. Courtesy Runners will be allowed for catchers & pitchers. The courtesy runner must be the last batted out. Pitchers and catchers of the following inning may have a courtesy runner after two (2) outs.

Section 3. Avoid Contact Rule: Runners must slide or otherwise attempt to avoid contact at any base where the defensive player has or is about to receive the ball to make a play. Runners do not have to slide if no play is being made at the base. If there is contact, and in the umpire's judgment, the contact interfered with

the fielder making the play, the runner shall be called out. The ball is dead and no other runners may advance. If there is contact away from the play, which in the umpire's judgment, was deliberate or malicious, the runner, if at fault, shall be called out. At the umpire's discretion, the runner may also be ejected from the game. If there is deliberate or malicious contact away from the play, which in the umpire's judgment was the fault of the fielder, the runner shall be awarded a minimum of one base. At the umpire's discretion, additional bases may be awarded to the runner, and the fielder may be subject to ejection. If there is incidental contact, which in the umpire's judgment was accidental and did not ultimately interfere with the play, no call shall be made.

Section 4. Players who throw their bat after swinging shall be given one warning. On the second and all subsequent occurrences, the player shall be called out. Safety is the primary concern here.

Section 5. Batters who show bunt must either bunt or take the pitch. The batter may not swing the bat at the ball. Batters will be called out whether they make contact with the ball or not and ejected from the game and that position in the batting order will be an automatic out in the line-up.

Section 6. No appeal rule: The Umpire will make the call if a player misses a base.

Section 7. No drop third strike in Pee Wee Division and divisions below.

Article 7. Infield Fly Rule

Section 1. Jr Pee Wee and Instruction Divisions:

A. No infield fly rule.

Section 2. Pee Wee and above

"An INFIELD FLY is a fair fly ball (not including a line drive or an attempted bunt) which can be caught by an infielder with ordinary effort, when first and second, or first, second, and third bases are occupied, before there are two outs. The pitcher, catcher, and any outfielder who stations himself in the infield on the play shall be considered infielders for the purpose of this rule. When it seems apparent that a batted ball will be an Infield Fly, the Umpire shall immediately declare "Infield Fly" for the benefit of the runners. If the ball is near the baselines, the Umpire shall declare "Infield Fly, if Fair." The ball is alive and the runners may advance at the risk of the ball being caught, or retouch and advance after the ball is touched, the same as on any fly ball. If the hit becomes a foul ball, it is treated the same as any foul.

NOTE: If a declared Infield Fly is allowed to fall untouched to the ground, and bounces foul before passing first or third base, it is a foul ball. If a declared Infield Fly falls to the ground untouched outside the baseline, and bounces fair before passing first or third base, it is an "Infield Fly."

Article 8. Umpire Responsibility, Forfeit

Section 1. In case of rain during a game, the Umpire's decision will be final.

Section 2. The Umpire may declare a game forfeited in favor of the opposing team before play begins if:

A. A team fails to appear upon the field within five (5) minutes of the time appointed for the game to begin.

B. The team fails to field nine (6) eligible players. See Article 10 for starting with 8 players.

C. An ineligible player is used during the course of the game.

D. A forfeited game must be as a result of a written rule in the Oriole Park Baseball Association Rule Book only.

E. If ejected Coach/Fan does not exit, forfeit will result.

Section 3. Regulation Game: If the game must be called due to weather, darkness, or any other causes which make further play impossible, the following applies:

A. Pee Wee and Midgets (6 inning game): If after 3 ½ innings the Home Team is ahead, this constitutes a regulation game. If after 3 ½ innings the Home Team is behind, a full 4 innings must be played to constitute a regulation game.

B. Pony and Colt: The standard Major League 5 inning rule applies.

C. Those games, which are called before becoming regulation games, will be replayed in their entirety.

VI. T Ball Division:

The following are rules and guidelines for the Oriole Park T-Ball Division:

1. All players will play the field.

2. All players will bat in the same inning regardless of how many outs.

3. Bases will be set at 45 feet.

4. Teams will not use a catcher because the kids might throw the bat.
5. Only Coaches are allowed on the field from both teams to help instruct the players.
6. Last team listed on the sheet is home team and responsible to set up the bases.
7. First four (4) weeks will consist of 35 minutes of practice and 55 minutes of game time. After that, 20 minutes practice and 1 hour 10 minutes of game time.
8. Games will start at 9:00 AM and finish by 10:30 AM with all games played on Saturday (except in case of rainouts). An alternative schedule may be made at the discretion of the Executive Committee.
9. Let's remember this is to teach the kids the fundamentals of baseball. No score will be kept.
10. Score will not be kept.

VII. Instructional Division:

1. All players will play the field.
2. All players will bat in the same inning regardless of how many outs.
3. Bases will be set at 55' pitchers mound 38'.
4. Only Coaches are allowed on the field from both teams to help instruct the players.
5. Coaches will pitch to the batters.
6. Game will consist of 2 innings.
7. Score will not be kept
8. Let's remember this is to teach the kids the fundamentals of baseball.

VIII. JR. Pee Wee Division:

1. Playing field
Pitcher's mound 43'
Bases 60'

2. The game

All games are five (5) innings.

Official game, losing team bats in the 3rd inning

Three (3) outs or one (1) time through the batting order per inning.

All Games will be on a one hour 30 minute (1 ½ hour) time limit. Time starts from first pitch, not scheduled time. No inning will start after the time limit has been reached.

4. The Team

Ten (10) players on the field.

Equal playing time for all players.

5. Pitchers

No Walks: After the pitcher has recorded (4) balls to the batter, the coach will finish pitching to the batter.

When a coach is pitching to a batter the pitcher must be positioned within 3' of the pitcher's mound and the coach must be pitching from the pitching rubber.

The batter will retain whatever count that the Child pitcher had accumulated.

Strike Outs: If a batter obtains (3) strikes they will be considered out and the next batter in the order will be up.

Two (2) innings maximum per pitcher per game.

One pitch constitutes an inning

A pitcher hitting three batters with a pitched ball in a game requires the removal of the pitcher.

No reentry for a pitcher. Once the pitcher is removed from that position he/she cannot return to pitch.

6. The Rules

No stealing or lead-offs allowed.

No advancement allowed on any overthrow.

No "Infield Fly" Rule.

Once the baseball reaches the infield the play is dead (the infield is considered within the base paths)

Players cannot advance to the next base.

Example: If a ball is hit into the outfield, all players can advance to as many bases as they want until the baseball reaches the infield. Play continues until base runners advancing to a base secure that base or are tagged out.

7. Scores and standings

Official Scoring: Home team will keep the official scorebook.

Please verify scores with opposing team every ½ inning.

Winning team manager or his designee must report the final score of games to the league director no later than 48 hrs after the end of the game.

League directors or his designee will post the game results on the league web site no later than 7 days after the completion of the game.

Because of the possibility of tie games, standings will be determined by the following:

Win = 2 points

Tie = 1 point

Loss = 0 points

8. Warm-ups: Each team will be allowed 15 minutes of warm up time prior to the game provided they arrive early enough. The home team should be the first to warm up. Use good judgment and courtesy in order to get the game started on time. If there is not 30 minutes of practice time available, the available time will be split in half with each team receiving equal time on the diamond for warm ups.

9. End of year Playoffs

All teams are eligible to participate in the end of season playoffs

Format to be determined by number of teams in the division, this will be decided at the Draft.

All teams must submit their player rating sheets prior to the start of the end of year playoffs. Failure to do so will result in the team forfeiting their playoff game.

Standings will be determined by a raking of points earned. For end of the year playoffs tie breakers will be broken by the following.

Head to Head play

Runs scored in head to head play

Runs scored total in season

Runs allowed total in season

Coin flip

IX. Pee Wee Division:

1. Playing field

Pitcher's mound 46'

Bases 60'

2. The game

All games are Six (6) innings.

Official game is losing team completes its turn batting in the fourth (4th) inning

All Games will be on a two (2) hour time limit. Time starts from first pitch, not scheduled time. No inning will start after the time limit has been reached.

3. The Team

Nine (9) players on the field. Exception see Rule V article 2

Each player must play in the field for a minimum of three (3) innings

4. Pitching

Section 1. Pitchers may **only pitch two (2) innings in one game;**

One pitch constitutes an inning.

Section 2. Trips to the Mound

Managers or Coach may make one (1) trip each inning to the pitcher's mound. If a second trip or any subsequent trip in the same inning is made, the pitcher must be changed.

Section 3. Reentry of Pitcher

No reentry of pitcher once removed.

Section 4. Pitchers will receive a maximum five (5) warm-up pitches every inning. Relief pitchers will receive a maximum of ten (10) warm-up pitches.

Section 5. No breaking balls including a slip pitch will be allowed. Only the umpire will deem a pitch a curve ball. One warning will be given. On subsequent curve balls, the pitch will be deemed an illegal pitch and the IHSA rules for an illegal pitch shall apply.

Section 6. Pitchers may not wear white wristbands, a white batting or fielder's glove or a white long sleeved undergarment (which may distract the batter).

Section 7. A pitcher hitting three batters with a pitched ball in a game requires the removal of the pitcher.

5. Offense

Section 1. Each team will bat all players in a continuous order.

Section 2. All players must wear a protective helmet authorized by the Association while batting and as a base runner. The Batter-Runner and all other runners will be called out immediately if in the judgment of the umpire said player intentionally lost his helmet. This applies to all divisions.

Section 3. Courtesy Runners will be allowed for catchers & pitchers. The courtesy runner must be the last batted out. Pitchers and catchers of the following inning may have a courtesy runner after two (2) outs.

Section 4. Avoid Contact Rule: Runners must slide or otherwise attempt to avoid contact at any base where the defensive player has or is about to receive the ball to make a play. Runners do not have to slide if no play is being made at the base. If there is contact, and in the umpire's judgment, the contact interfered with the fielder making the play, the runner shall be called out. The ball is dead and no other runners may advance. If there is contact away from the play, which in the umpire's judgment, was deliberate or malicious, the runner, if at fault, shall be called out. At the umpire's discretion, the runner may also be ejected from the game. If there is deliberate or malicious contact away from the play, which in the umpire's judgment was the fault of the fielder, the runner shall be awarded a minimum of one base. At the umpire's discretion, additional bases may be awarded to the runner, and the fielder may be subject to ejection. If there is incidental contact, which in the umpire's judgment was accidental and did not ultimately interfere with the play, no call shall be made.

Section 5. Players who throw their bat after swinging shall be given one warning. On the second and all subsequent occurrences, the player shall be called out. Safety is the primary concern here.

Section 6. Batters who show bunt must either bunt or take the pitch. The batter may not swing the bat at the ball. Batters will be called out whether they make contact with the ball or not and ejected from the game and that position in the batting order will be an automatic out in the line-up.

Section 7. stealing bases

A. Can steal second base and third base; no advance on overthrow. One base at a time.

B. Base runners may not leave their base until the ball has been delivered and has reached or been hit or struck at by the batter.

C. A hit ball is in play until the base runner stops at a base and ball is thrown to pitcher on the mound.

D. When a base runner leaves his base before the pitched ball has reached the batter and the batter does not hit the ball, the runner is permitted to continue. If play is made on him and he is out, the out stands. If he reaches the next base safely, he must be returned to the base he occupied before the pitch was made, and no out results. If the ball is hit and the runner has left too soon, then the runner gets one (1) base farther than the batter.

E. Runner may advance at own risk if overthrow from catcher to pitcher, but cannot score from third.

F. If a runner advances too far and makes it safely, time will be called and the runner will be put back. If the runner is out, the out will stand.

6. Scores and standings

Slaughter Rule: 12 Runs after 4 innings, and 10 Runs after 5 innings

Official Scoring: Home team will keep the official scorebook.

Please verify scores with opposing team every ½ inning.

Winning team manager or his designee must report the final score of games to the league director no later than 48 hrs after the end of the game.

League directors or his designee will post the game results on the league web site no later than 7 days after the completion of the game.

Because of the possibility of tie games, standings will be determined by the following

Win = 2 points

Tie = 1 point

Loss = 0 points

7. Warm-ups: Each team will be allowed 15 minutes of warm up time prior to the game provided they arrive early enough. The home team should be the first to warm up. Use good judgment and courtesy in order to get the game started on time. If there is not 30 minutes of practice time available, the available time will be split in half with each team receiving equal time on the diamond for warm ups.

8. End of year Playoffs

All teams are eligible to participate in the end of season playoffs

Format to be determined by number of teams in the division, this will be decided at the Draft.

All teams must submit their player rating sheets prior to the start of the end of year playoffs. Failure to do so will result in the team forfeiting their playoff game.

X. Midget Division:

1. Playing field

Pitcher's mound 50'

Bases 70'

2. The game

All games are Seven (7) innings.

Official game is losing team completes its turn batting in the fourth (4th) inning

All Games will be on a two (2) hour time limit. Time starts from first pitch, not scheduled time. No inning will start after the time limit has been reached.

3. The Team

Nine (9) players on the field. Exception see Rule V article 3

Each player must play in the field for a minimum of three (3) innings

4. Pitching

Section 1. **Pitchers may only pitch three (3) innings in one game;**

One pitch constitutes an inning.

Section 2. Trips to the Mound

Managers or Coach may make one (1) trip each inning to the pitcher's mound. If a second trip or any subsequent trip in the same inning is made, the pitcher must be changed.

Section 3. Reentry of Pitcher

No reentry of pitcher once removed.

Section 4. Pitchers will receive a maximum five (5) warm-up pitches every inning. Relief pitchers will receive a maximum of ten (10) warm-up pitches.

Section 5. No breaking balls including a slip pitch will be allowed. Only the umpire will deem a pitch a curve ball. One warning will be given. On subsequent curve balls, the pitch will be deemed an illegal pitch and the IHSA rules for an illegal pitch shall apply.

Section 6. Pitchers may not wear white wristbands, a white batting or fielder's glove or a white long sleeved undergarment (which may distract the batter).

Section 7. A pitcher hitting three batters with a pitched ball in a game requires the removal of the pitcher.

Section 8. Balk Rule

If there is a runner, or runners, it is a balk when—

(a) The pitcher, while touching his plate, makes any motion naturally associated with his pitch and fails to make such delivery;

If a left-handed or right-handed pitcher swings his free foot past the back edge of the pitcher's rubber, he is required to pitch to the batter except to throw to second base on a pick-off-play.

(b) The pitcher, while touching his plate, feints a throw to first base and fails to complete the throw;

(c) The pitcher, while touching his plate, fails to step directly toward a base before throwing to that base;

(d) See NFHS rule book for further balk definitions

5. Offense

Section 1. Each team will bat all players in a continuous order.

Section 2. All players must wear a protective helmet authorized by the Association while batting and as a base runner. The Batter-Runner and all other runners will be called out immediately if in the judgment of the umpire said player intentionally lost his helmet. This applies to all divisions.

Section 3. Courtesy Runners will be allowed for catchers & pitchers. The courtesy runner must be the last batted out. Pitchers and catchers of the following inning may have a courtesy runner after two (2) outs.

Section 4. Avoid Contact Rule: Runners must slide or otherwise attempt to avoid contact at any base where the defensive player has or is about to receive the ball to make a play. Runners do not have to slide if no play is being made at the base. If there is contact, and in the umpire's judgment, the contact interfered with the fielder making the play, the runner shall be called out. The ball is dead and no other runners may advance. If there is contact away from the play, which in the umpires judgment, was deliberate or malicious, the runner, if at fault, shall be called out. At the umpire's discretion, the runner may also be

ejected from the game. If there is deliberate or malicious contact away from the play, which in the umpire's judgment was the fault of the fielder, the runner shall be awarded a minimum of one base. At the umpire's discretion, additional bases may be awarded to the runner, and the fielder may be subject to ejection. If there is incidental contact, which in the umpire's judgment was accidental and did not ultimately interfere with the play, no call shall be made.

Section 5. Players who throw their bat after swinging shall be given one warning. On the second and all subsequent occurrences, the player shall be called out. Safety is the primary concern here.

Section 6. Batters who show bunt must either bunt or take the pitch. The batter may not swing the bat at the ball. Batters will be called out whether they make contact with the ball or not and ejected from the game and that position in the batting order will be an automatic out in the line-up.

Section 7. Stealing bases

A. Can steal any base at any time while the ball is considered "Live" or in play.

B. is allowed to take lead offs

6. Scores and standings

Slaughter Rule: 12 Runs after 4 innings, and 10 Runs after 5 innings

Official Scoring: Home team will keep the official scorebook.

Please verify scores with opposing team every ½ inning.

Winning team manager or his designee must report the final score of games to the league director no later than 48 hrs after the end of the game.

League directors or his designee will post the game results on the league web site no later than 7 days after the completion of the game.

Because of the possibility of tie games, standings will be determined by the following

Win = 2 points

Tie = 1 point

Loss = 0 points

7. Warm-ups: Each team will be allowed 15 minutes of warm up time prior to the game provided they arrive early enough. The home team should be the first to warm up. Use good judgment and courtesy in order to get the game started on time. If there is not 30 minutes of practice time available, the available time will be split in half with each team receiving equal time on the diamond for warm ups.

8. End of year Playoffs

All teams are eligible to participate in the end of season playoffs

Format to be determined by number of teams in the division, this will be decided at the Draft.

All teams must submit their player rating sheets prior to the start of the end of year playoffs. Failure to do so will result in the team forfeiting their playoff game.

XI. Pony

1. Playing field

Pitcher's mound 54'

Bases 80'

All other rules will follow the National Federation of High Schools Rule Book

XII. Colt & Connie Mack

Will follow the National Federation of High Schools Rule Book

XIII. Girls Softball will follow the National Federation of High Schools Rule Book unless stated below.

Girls Softball 11- 17 will follow The SWSC rules. Anything not covered in the SWSC rules will be covered in the National Federation of High Schools Rule Book.

Instructional Division: ages 6-7

1. All players will play the field.
2. All players will bat in the same inning regardless of how many outs.
3. Bases will be set at 55', pitcher's mound 38'.
4. Only Coaches are allowed on the field from both teams to help instruct the players.
5. Coaches will pitch to the batters.
6. Game will consist of 2 innings.
7. Score will not be kept
8. Let's remember this is to teach the kids the fundamentals of baseball.

GIRLS JUNIOR PEE WEE DIVISION (8 YEAR-OLDS)

1. ASA rules to be followed at all times with exceptions as noted below.
2. Starting time for games during the week will begin at 5:45 pm with a 15 minute grace period.
3. Games will be Four (4) innings long. No inning will begin after two (2) hours of starting time.
4. Base paths are to be 55 feet long and the pitching rubber 32 feet long.
5. An 11" hard ball will be used at all times.
6. No jewelry may be worn by any player. If ears are recently pierced, they must be taped.
7. Face mask with chin strap is mandatory for all batters.
8. Issued uniforms must be worn with numbers visible. Shirts are to be tucked in.
9. Sweatshirts can be worn under uniform or a jacket can be worn, but must be zipped or buttoned up. Pitchers must wear a dark color sleeve under uniform (no white, yellow or gray).
10. It is suggested that infielders wear mouth guards.
11. It is not mandatory for pitchers to wear helmets while pitching.
12. Chanting by players is acceptable as long as it is not derogatory towards the other team. No personal insults to players. Catcher cannot talk to batter.
13. Any new bats purchased need to have ASA imprint on bat. (Stickers are no longer accepted)
14. All team members that show up to the game must play, except if hurt.
15. Each team will field ten players in the correct positions. Tenth player can be used anywhere. Every player must play equal innings in the field .
16. Continuous batting order. All players will bat, even if she is not fielding.
17. No throwing of the bat.
 - (A) If a batter the bat, her team will receive a warning.
 - (B) If this occurs again, the batter is out.
18. If a player gets injured during play and is unable to bat her turn, the team gets an out her next time at bat. If she is still unable to bat her following turn, the batting passes over her. The team does not record an out, but the injured player is eliminated from the roster for the rest of the game. If a player comes late to a game, she will be inserted at the bottom of the lineup. If the player arrives after the start of the 4th inning, it is at manager's discretion to allow her to play.
19. Each inning the team at-bat will be allowed to make three (3) outs, to bat once through their order or score six (6) runs, whichever occurs first.
20. The pitcher must start with both feet on the rubber but may step forward on forward motion, or rock back when presenting the ball before releasing her pitch.
21. PITCH LIMIT: Pitcher will be allowed to reach a BALL TWO (2) count. If the batter has not hit the ball or struck out, a coach will come in and assume the count the player has accumulated.
22. If a batter obtains three (3) strikes, either called or swinging, she will be out.
23. Pitching limit is two (2) innings per game.
24. All ties will be left as ties if games cannot finish in the two hour time frame. Home team gets last at bat.
25. Home team is responsible for setting up and putting away bases. Home team is also responsible for raking field after game is finished.

XVIII. MISCELLANEOUS RULES, DEFINITIONS, AND FIELD LAY-OUT

DEAD BALL is a ball out of play because of legally created temporary suspension of play. A **FAIR BALL** is a batted ball that settles on fair ground between home and first base, or between home and third base, or that is on or over fair territory when bounding to the outfield past first or third base, or that touches first, second, or third base, or that first falls on fair territory, touches the person of an Umpire or player, or that while over fair territory, passes out the playing field in flight.

NOTE: A fair fly shall be judged according to relative position of the ball and the foul line, including the foul pole, and not as to whether the fielder is on fair or foul territory at the time he touches the ball.

NOTE: If a catcher interferes with the batter, the ball becomes a **DEAD BALL** and batter gets one (1) base.

Board of Directors: is the elected governing board that consists of the executive board and league directors.

Executive Board: Is the elected governing board. Included in the executive board is the President, Vice President, Treasurer, Secretary, Senior Board member and Past president.

FAIR TERRITORY is that part of the playing field within, and including the first base and third base lines, from home base to the bottom of the playing field fence and perpendicularly upward. All foul lines are in fair territory.

FORCE PLAY is a play in which the runner legally loses his right to occupy a base by reason of the batter becoming a runner.

FOUL BALL is a batted ball that settles on foul territory between home and first base, or between home and third base, or that bounds past first or third base on or over foul territory, or that first falls on foul territory beyond first or third base, or that, while on or over foul territory, touches the person of an umpire or player, or any object foreign to the natural ground.

NOTE: A foul fly shall be judged according to the relative position of the ball and the foul line, including the foul pole, and not as to whether the fielder is on foul or fair territory at the time he touches the ball.

FOUL TERRITORY is that part of the playing field outside the first and third base lines extended to the fence and perpendicularly upwards.

FOUL TIP is a batted ball that goes sharp and direct from the bat to the catcher's hands and is legally caught.

It is not a foul tip unless caught and any foul tip that is caught is a strike, and the ball is in play. It is not a catch if it is a rebound, unless the ball has first touched the catcher's glove or hand.

ILLEGALLY BATTED BALL is (1) one hit by the batter with one or both feet on the ground entirely outside the batter's box, or (2) one hit with a bat which does not conform to the specifications outlined herein.

INTERFERENCE

A. Offensive interference is an act by the team at bat which interferes with, obstructs, impedes, hinders or confuses and fielder attempting to make a play. If the Umpire declares the batter, batter-runner, or a runner out for interference, all other runners shall return to the last base that was, in the judgment of the Umpire, legally touched at the time of the interference, unless otherwise provided by these rules.

B. Defensive interference is an act by a fielder which hinders or prevents a batter from hitting a pitch.

C. Umpire's interference occurs:

1. When an Umpire hinders, impedes, or prevents a catcher's throw attempting to prevent a stolen base, or
2. When a fair ball touches an Umpire on fair territory before passing a fielder.

D. Spectator interference occurs when a spectator reaches out of the stands, or goes on the playing field, and touches a live ball.

On any interference the ball is dead.

League Directors: Members elected to be directors of each individual division in the league and the booster club. There are (12) twelve League Directors.

LIVE BALL is a ball which is in play.

OBSTRUCTION is the act of a fielder who, while not in possession of the ball, and not in the act of fielding the ball, impedes the progress of any runner. Play is to be continued and bases awarded accordingly to any obstructed runners after play is stopped.

The pitcher's **PIVOT FOOT** is that foot which is in contact with the pitcher's plate as he delivers the pitch.

STRIKE is a legal pitch when so called by the Umpire, which:

- A. Is struck by the batter and is missed;
- B. Is not struck at, if any part of the ball passes through any part of the strike zone;
- C. Is fouled by the batter when he has less than two strikes;
- D. Is bunted foul;
- E. Touches the batter as he strikes at it;
- F. Touches the batter in flight in the strike zone; or
- G. Becomes a foul tip.

STRIKE ZONE is that space over home plate which is between the batter's armpits and the top of the knees when he assumes his natural stance. The Umpire shall determine the strike zone according to the batter's usual stance when he swings at the pitch.

TAG is the action of a fielder in touching a base with his body while holding the ball securely and firmly in his hand or glove; or touching a runner with the ball, or with his hand or glove holding the ball, while holding the ball securely and firmly in his hand or glove.

THE RUNNER: Each runner including the batter-runner may, without liability to be put out, advance:

- A. To home base, scoring a run, if a fair ball goes out of the playing field in flight and he touches all bases legally; or if a fair ball which, in the Umpire's judgment, would have gone out of the playing field in flight, is deflected by the act of a fielder in throwing his glove, cap or any article of his apparel;
 - B. Three bases, if a fielder deliberately touches a fair ball with his cap, mask or any part of his uniform detached from its proper place on his person. The ball is in play and the batter may advance to home base at his peril;
 - C. Three bases, if a fielder deliberately throws his glove at and touches a fair ball. The ball is in play and the batter may advance to home base at his peril;
 - D. Two bases, if a fielder deliberately touches a fair ball with his cap, mask or any part of his uniform detached from its proper place on his person. The ball is in play;
 - E. Two bases, if a fielder deliberately throws his glove at and touches a thrown ball. The ball is in play;
 - F. Two bases, if a fair ball bounces or is deflected into the stands outside the first or third base foul lines; or if it goes through or under a field fence, or through or under a scoreboard, or through or under shrubbery or vines on the fence; or if it sticks in such fence, scoreboard, shrubbery or vines;
 - G. Two bases when, with no spectators on the playing field, a thrown ball goes into the stands or into a bench (whether or not the ball rebounds into the field), or over or under or through a field fence, or on a slanting part of the screen above the back stop, or remains in the meshes of the wire screen protecting spectators. The ball is dead. When such wild throw is the first play by an infielder, the Umpire, in awarding such bases, shall be governed by the position of the runners at the time the ball was pitched; in all other cases the Umpire shall be governed by the position of the runners at the time the wild throw was made.
- APPROVED RULING:** If all runners, including the batter-runner, have advanced at least one base when an infielder makes a wild throw on the first play after the pitch; the award shall be governed by the position of the runners when the wild throw was made.

BALL IN PLAY: After the Umpire calls "Play" the ball is alive and in play and remains alive and in play until for a legal cause, or at the Umpire's call of "Time" suspending play, the ball becomes dead. While the ball is dead no player may be put out, no bases may be run and no runs may be scored, except that runners may advance one or more bases as a result of acts which occurred while the ball was alive (such as, but not limited to a balk, an overthrow, interference, or a home run or other fair hit out of the playing field). The ball becomes dead and the runners advance on one base or return to their bases, without liability to be put out when:

- A. A pitched ball touches a batter, or his clothing, while in his legal batting position; runners, if forced, advance;
- B. The Plate Umpire interferes with the catcher's throw; runners may not advance.

NOTE: The interference shall be disregarded if the catcher's throw retires the runner.

- C. A balk is committed; runners advance;
- D. A ball is legally batted; runners return;
- E. A foul ball is not caught; runners return. The Umpire shall not put the ball in play until all runners have retouched their bases;
- F. A fair ball touches a runner or an Umpire on fair territory before it touches an infielder including the pitcher, or touches an Umpire before it has passed an infielder other than the pitcher;

NOTE: If a fair ball goes through or by an infielder, and touches a runner immediately in back of him, or touches a runner after being deflected by an infielder, the ball is in play and the Umpire shall not declare the runner out. In making such decision, the Umpire must be convinced that the ball passed through or by the infielder and that no other infielder had the chance to make a play on the ball; runners advance, if forced;

G. A pitched ball passes the catcher and lodges in the Umpire's mask or paraphernalia; runners advance;

H. Any legal pitch touches a runner trying to score; runners advance.

FIELD LAY-OUT

As stated in the Oriole Park Baseball Association Rules, the home team is responsible for laying out the diamond prior to play. With only a hammer and measurer, this task can be accomplished in a very short time.

Keeping in mind that both teams are allowed infield practice prior to the start of the game, it becomes mandatory that the home team Manager, Coach or anyone else shows up at the diamond in plenty of time.

On Flip Games both team Managers or Coaches should arrive early unless this had been decided earlier.

The following are the basic steps to use in laying out the field:

1. Remembering that Foul Lines are in play, place the home plate so that the upper edge (pointed end) runs evenly with Foul Lines, straight and toward pitcher's mound.
2. By use of a tape measure or a pre-marked rope for required distances, measure off both first base and third base, making sure that both bases are completely within infield. Outside edge of bag even with outside edge of foul line and left field and right field side of bag even and inside base line. Place tape or rope end at upper tip of plate, not beveled tip.
3. With first base and third base set, the next item requires proper placement of second base and pitcher's rubber. The center of the second base bag lays atop intersecting baselines from first base to second base. Keep in mind a straight line running from home base, through pitcher's rubber and intersecting the first base and third base lines, the placement of second base should be made.

NOTE: When placing all three bags, keep bag anchors away from base runners initial move.

First Base: Anchor one to foul line and the other toward second base.

Second Base: One anchor toward third base the other toward outfield.

Third Base: Both anchors on foul line.

Whereas first base and third base are completely within the infield, half of second base is actually outside the baseline.

4. Lining up pitcher's rubber evenly with line running straight from home base through second base and making sure it is evenly placed between foul lines, set into place. The front edge of rubber to upper pointed edge of home base are points to use for required distance. Make sure the ground at placement of pitcher's rubber is even. Have boys check prior to game so that any deviation from standard rules can be made at time of ground rule discussion.

SET UP AS SHOWN

This is the basic Little League layout. Variance by Divisions for required distance should be sought under IV.