

OFFICIAL PLAYING RULES

**OMEGA DELTA YOUTH BASEBALL & SOFTBALL
LEAGUE, INC.
(ODYBSL)**



ALL DIVISIONS

2021 SEASON

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1. Coaches

a. Head Coach Appointment

The League Administration of the Omega Delta Youth Baseball & Softball League (ODYBSL) shall appoint qualified volunteers, who successfully complete the approved volunteer agreement and background investigation, as Head Coach of one of the given teams in each of the divisions. Head Coaches shall be appointed based on experience, qualifications and prior involvement with the League.

b. Responsibilities

Coaches serve an integral role in the development, education and safety of all players. As such, coaches will be called upon to perform the following functions:

- ☆ Provide a safe physical environment.
 - ✓ Coaches should regularly inspect team equipment and playing fields
- ☆ Teach the rules and fundamentals of baseball
 - ✓ Training materials are available upon request
- ☆ Communicate in a positive way
 - ✓ This includes players, parents, umpires and administrators
- ☆ Practice frequently
 - ✓ A minimum of one practice per week must be conducted, excluding warm ups prior to games
- ☆ Serve as a positive role model for players
 - ✓ Refrain from using profanity, smoking, drinking alcoholic beverages, etc., in the presence of players
- ☆ Teach sportsmanship
 - ✓ Good sportsmanship should be demonstrated by the coaching staff and players. Handshakes with the opposing team are mandatory at the end of every game. ****Due to COVID-19, at the end of every game, teams will stand in front of their respective dugouts and congratulate their opponent on a good game.**
- ☆ Respect the Rules
 - ✓ Coaches should not openly argue with the umpire or any League official. A time and place will be made available to discuss any issues.
- ☆ Patience is a virtue
 - ✓ Be patient with players as they develop their skills
- ☆ Fun First, Winning Second
 - ✓ Baseball should be an enjoyable learning experience for players, winning should not take priority over player development

c. Age Requirements

An individual must be at least 21 years of age to be eligible to serve as Head Coach/Manager. Assistant coaches should be at least 18 years old.

d. Minimum Coaching Staff

A minimum of three coaches are required to be present at all games and practices. This is extremely important to ensure the safety of the players.

- e. Meetings
The Head Coach or a designated representative from each team shall attend regular meetings of the Administration and coaches. Coaches shall be notified of the exact dates, time and location of each meeting at least forty eight (48) hours prior to the meeting.
- f. Protecting Youth Sports
Head Coaches and Assistant Coaches shall complete a background investigation through the Protecting Youth Sports organization as well as complete the online child protection training. Background investigations shall be renewed every three (3) years. Online training need only be completed once.
- g. Player Selection and Draft
Coaches will select players in accordance with the League Draft Rules on the date and time specified by the Administration.
- h. Equipment Maintenance
All equipment is the sole property of the ODYBSL. It is the responsibility of the Head Coach to return any and all equipment in satisfactory condition, less normal wear and tear. The Head Coach is responsible for any lost, damaged or stolen items. Equipment must be returned to the League no later than one week after the end of the season.
- i. Scorebook and Game Log
A clean and accurate scorebook must be maintained by each team. Use of the GameChanger App is recommended. Scorebooks must be made available to the League Secretary upon request. Within twenty-four (24) hours of the completion of each game, the home team must notify the appropriate Administration member or League President of the game results.
- j. Field Setup
On game day the home team Head Coach shall be responsible for inserting/removing the bases and pitcher's plate as well as laying the baselines if necessary. The visiting team Head Coach shall be responsible for securing the dugouts and well area behind the backstop as well as setting up/removing the appropriate tarps and/or sponsor banners.
- k. Disciplinary Authority
In the event that a player is disruptive to the team or disrespectful to the coaching staff, the Head Coach will be empowered to bench said player for a given game. Any such action taken must be reported immediately to a member of the League Administration, who will notify the parent(s) of the player. Coaches or any other member of the League should never yell at or physically punish a player.

2. General Ground Rules

a. Playing Field

i. Home Field

The home field for the ODYBL shall be Hoyne Playground Park, located at 3417 S. Hamilton, Chicago, IL 60608. Games may be played at other fields as approved and/or scheduled by the League Administration.

ii. Field Dimensions

The distance between all bases shall be:

T-Ball Division	60 feet
Rookie Division	60 feet
Minor Division	60 feet
Softball Divisions	60 feet
Major Division	70 feet
Pony Division	90 feet

iii. Pitching Distance

The distance between the back point of home plate and the front side of the pitcher's rubber shall be:

T-Ball Division	42 feet
Rookie Division	42 feet
10U Softball Division	35 feet
Minor Division	46 feet
13U Softball Division	40 feet
Major Division	50 feet
16U/18U Softball Division	43 feet
Pony Division	60 feet 6 inches

iv. Team Dugout

Only coaches and players are allowed in the dugout while a game is in process. Players must remain in the dugout at all times unless they are in the playing field. ****Due to COVID-19, players may sit in the first two rows of the bleachers as well as the dugout to allow for social distancing.** On-deck batters should wait in the on-deck area behind the preceding batter (i.e. in front of the home team dugout for right-handed batters and visitor dugout for left handed batters). Players and fans may not be in the well, the area behind home plate and between the two dugouts, at any time during a game. Equipment must be properly organized within the dugout at all times and must not block the entrance. Once the game has ended, each team will be responsible for removing all team equipment, personal items and debris.

b. Equipment

i. Baseballs/Softballs

Game balls will be supplied by the League and meet the official youth baseball/softball standards.

ii. Bats

Bats shall not exceed 2-5/8 inches in diameter. For the Pony Division bats shall not exceed a -3 length/weight ratio. There is no restriction on bat length.

1. Softball bats are prohibited from use in the ODYBSL, except for use in the Softball Division
2. No player shall use a pressurized air bladder bat and/or a “cork” bat. If a player is caught using an illegal bat, the team will be penalized an automatic out. There will be no advancement by runners on base. A second violation in the game will result in the ejection of the player.

iii. Batting Helmets

Batting helmets are to be worn at all times by batters, base runners, on-deck batters and player base coaches. Batters and runners may only remove their helmets once time has been called or they are safely in the dugout. A warning will be issued on the first occurrence of unauthorized helmet removal. The second occurrence will result in the player being called out. Face masks shall be required on all softball helmets.

iv. Cleats/Spikes

Molded rubber cleats are permitted for all divisions. Metal cleats may be used ONLY in the 16U/18U Softball and Pony Divisions.

v. Athletic Supporters

Athletic supporters, including cups, must be worn by both male and female players at all times during games as well as practices.

vi. Catcher’s Equipment

All catchers must wear a chest protector, shin guards and a facemask and helmet, in addition to an athletic supporter and cup, while fielding the catcher’s position in games, warm-ups, and practices.

c. Scheduling

i. Regular Season Games

Games shall be played in accordance with the Administration approved regular season schedule, which shall include all-star weekend and post-season games. The approved schedule shall be provided to players and coaches no later than three weeks prior to the opening day ceremonies. All games shall commence on the scheduled start time with no more than a 15 minute delay, if necessary.

ii. Rain-outs/Cancellations

In the event of rain, inclement weather, or poor field conditions, before or during the game, the home plate umpire may elect to postpone or call the game with the approval of the highest ranking League official present. If sufficient innings have been played to make the game official, the final score at the time of game stoppage will stand. If, however, not enough innings have been played to be deemed an official game, the game shall be rescheduled to be played at a later date.

iii. Forfeits

The umpire, with the approval of the highest ranking League official present, may call the game a forfeit in favor of the opposing team before play begins if a team fails to field seven (7) eligible uniformed roster players within 15 minutes of the schedule game start time. At no time during a game may a team field less than seven (7) players. During the regular season, no out shall be charged for vacancies in the batting order. If a team has the minimum seven (7) eligible uniformed roster players or more at the scheduled start time, the game shall commence on schedule without implementing the 15 minute grace period. Player(s) arriving after the start of the game may be inserted into the bottom of the lineup at the discretion of the Head Coach. The minimum requirement shall be increased to eight (8) eligible uniformed roster players in the post season and a **mandatory** automatic out shall be charged for the ninth (9th) position in the batting order. In the event of a forfeit, both teams are required to play a four (4) inning scrimmage game for the benefit of the players that showed up, to fully utilize the field time and validate the umpire expense.

d. Game Day

On game days the following procedures should be performed:

- ✓ the umpire should review the ground rules with a representative from both teams
- ✓ line ups for both teams should be provided to the umpire and official scorekeeper 15 minutes before the scheduled start time
- ✓ review the official scorebook for the last game of each team and determine which players are eligible to pitch and play
- ✓ only the Head Coach will communicate with the umpire, anyone else wishing to convey a message to the umpire should do so through the Head Coach

e. Player Participation

All players present at the start of the game must have at least one at bat and play two (2) defensive innings in the first four (4) innings of a game. Players arriving after the start of the game may be inserted into the bottom of the lineup at the discretion of the Head Coach. Failure to comply will result in forfeiture of the game. The team Head Coach may exempt a player from the game for disciplinary reasons if he/she notifies a member of the League Administration and the opposing Head Coach prior to the start of the game.

f. Pitching

i. Pitch Count

A pitch count will be utilized to determine the length of time a pitcher may remain on the mound during a game. The Head Coach must remove the pitcher when said pitcher reaches the limit for his/her division, however the pitcher may remain in the game at another position. Maximum pitch counts for each division shall be as follows:

T-Ball Division	N/A
Rookie Division	N/A
Minor Division	80 pitches
Softball Division	N/A
Major Division	90 pitches
Pony Division	100 pitches

Exception: If a pitcher reaches the limit imposed for his/her division while facing a batter, the pitcher may continue to pitch until that batter reaches base or is put out. If the pitcher reaches the limit imposed on his/her last pitch to a particular batter, the pitcher must be removed before delivering a pitch to the next batter

1. Intentional Walk

Intentional walks are prohibited throughout the regular and post season.

2. Rest Requirements

Pitchers must adhere to the following rest requirements after the official finish time of the previous game:

- If a player pitches 61 or more pitches in a day, seventy two (72) hours of rest must be observed.
- If a player pitches 41-60 pitches in a day, forty eight (48) hours of rest must be observed.
- If a player pitches 21-40 pitches in a day, twenty four (24) hours of rest must be observed.
- If a player pitches 1-20 pitches in a day, no (0) hours of rest are required.

3. Documentation of Pitch Count

The Head Coach will track the pitch count for pitchers of each team and record the counts after each inning on the League approved pitch count sheet. The Head Coaches of each team will confirm the pitch counts with each other after each inning.

ii. Mound Visits

A coach is allowed one (1) visit to the mound per inning without having to change his pitcher. A second visit to the mound during an inning will automatically require the pitcher to be changed. In the event of an injury to a pitcher, the coach may visit/change pitchers and not be charged a mound visit. A new pitcher will be given as much time as needed to warm

up if the change is due to injury otherwise a pitcher will be given a maximum of 8 pitches to warm up.

iii. Substitutions and Re-entry

Once a pitcher is substituted, he/she may not re-enter the game as a pitcher. That player is however eligible to play another position on the field.

iv. Hit Batsmen

A pitcher shall be removed from the mound if he/she unintentionally hits either two (2) batters in a single inning or three (3) batters in a game however the pitcher may remain in the game at another position. The unintentional hit batsmen rule shall not apply for the Softball Divisions. A pitcher shall be removed from the game if he/she is judged to have intentionally thrown at a batter with the intent to cause bodily harm.

v. Balks

Balks by the pitcher shall only be enforced in the Pony Division. A balk is an illegal motion or action by the pitcher. If in the opinion of the umpire, a pitcher has committed a balk, the balk is called “no pitch” and each base runner is awarded one base. The following actions shall be considered a balk if a runner is on base and the pitcher is on the rubber:

- Switching pitching stance from windup to the set position or vice versa without properly disengaging the rubber;
- When going from the stretch to the set position, failing to make a complete stop with his/her hands together before beginning to pitch
- Throwing from the rubber to a base without stepping toward that base
- Throwing from the rubber to a base where there is no runner and no possibility of a play;
- Stepping or feinting from the rubber to first base without completing the throw;
- Dropping the ball while on the rubber;
- After beginning to pitch, interrupting his/her pitching motion;
- Standing on or astride the rubber without the ball, or mimics a pitch without the ball; or
- The pitching hand comes in contact with the pitcher’s mouth

vi. Foreign Objects

A pitcher shall not be permitted to wear any foreign objects (i.e. wrist bands, jewelry, bandages, etc.) on his/her pitching arm while in the act of pitching. In addition, pitchers shall be prohibited from wearing white undershirts which extend beyond the sleeve length of the official team jersey.

g. Base Running

i. Slide Rule

Because of the concern for player safety, sliding feet first is mandatory at second, third and home (unless there is no possibility of a play at a base).

A base runner will be called out if he/she intentionally collides with the defensive player making the play.

ii. Runner's Interference

A batted ball in fair territory hitting a base runner will result in the runner being out and the ball being dead. There will be no further advancement from other runners. A runner is out if he/she intentionally interferes with a thrown ball, hinders a fielder from making a play on a batted ball, or intentionally interferes with a fielder or the ball in trying to break up a double play. In this case both the runner and the batter are out.

iii. Fielder's Interference

A fielder not in the act of fielding cannot block the path of the runner between any bases. In such a case the ball is dead and the runner is awarded the base he/she would have reached, in the umpire's judgment, had he/she not been obstructed.

iv. Coach's Interference

Coaches may not touch any players while the ball is in play. The penalty for this will result in the runner being out due to the coach's interference. The ball will also be ruled dead.

v. Catcher's Interference

If a catcher comes into contact with a batter or the batter's bat and interferes with his/her swing, the umpire shall call catcher's interference and play is allowed to continue. If no play follows the interference the batter is awarded first base. If a play follows the interference the Head Coach of the offense may elect to decline the interference call and accept the results of the play.

vi. Umpire's Interference

If the umpire behind home plate interferes with a catcher's attempt to throw, the ball is dead and all runners must return. If the catcher's throw puts out the runner then the interference is disregarded.

h. Slaughter Rule

i. Regular Season

If a team is winning a game by more than 10 runs, a slaughter rule may be imposed at the sole discretion of the umpire at the end of any half inning occurring after completion of the following innings:

T-Ball Division	None
Rookie Division	4th inning
Minor Division	4 th inning
Softball Divisions	4 th inning
Major Division	4 th inning
Pony Division	5th inning

If the home team is winning by more than 10 runs at the conclusion of the top half of the aforementioned innings (i.e. 3 ½ inning) the game will end

in a slaughter rule in favor of the home team. Note: the home team will be entitled to their last at-bat if they are trailing by 10 or more runs after the slaughter rule inning.

ii. Postseason

The slaughter rule shall also apply during postseason play.

i. Player Substitutions, Re-entry and Pinch Runners

Any player may be substituted during the game by another player on the bench. The last batted out shall serve as pinch/courtesy runner in the event of injury or for the catcher if there are two outs in the inning.

j. Infield Fly Rule

This rule is in effect with runners on first and second, or first second, and third, with less than two outs. When an umpire calls an infield fly rule, that batter is automatically out and runners may advance at their risk. The infield fly rule will be in affect for the Minor, Major, Softball (13U, 16U & 18U) and Pony Divisions. There is no infield fly rule for the T-Ball, Rookie or 10U Softball Divisions.

k. Dropped Third Strike

If first base is unoccupied, or if it is occupied with two out, and the catcher drops a third strike, the defensive team must put out the batter by either throwing to first before the batter reaches the base or by tagging the batter with the ball before he/she reaches first. The dropped third strike rule will only apply to the Major, Softball (13U, 16U & 18U) and Pony Divisions.

l. Throwing Bats

The first time a batter slings or throws a bat (unintentionally), the umpire will issue a team warning. Additional infractions by batters of the warned team will result in said batter(s) being called out.

m. Foul Tips

A foul tip is a batted ball that goes sharply and directly from the bat to the catcher's glove and is legally caught. It is not a foul tip unless caught. Any foul tip that is caught is a strike, and the ball is in play. Base runners can steal at their own risk if stealing is allowed in their respective division.

n. Courtesy Runner

A mandatory courtesy runner shall be used if the current catcher is on base with two outs so that the catcher may put on the equipment and speed up the game. The last player to make an out shall act as the courtesy runner.

o. Batting out of Order

A batter shall be called out, on appeal, when he/she fails to bat in his/her proper turn and an improper batter completes the at-bat. The proper batter may take his/her place in the batter's box at any time before the at-bat is complete and must use the pitch count achieved by the improper batter.

i. Successful Appeal

If the improper batter completes the at-bat and an appeal is made before the next pitch, the umpire shall (1) declare the proper batter out; and (2) nullify any advance or score made because of a ball batted by the improper batter. The improper batter shall return to the dugout and bat in his/her proper turn. If the improper batter is put out the out shall stand. No changes shall be made to the batting order and the individual following the proper batter shall bat.

ii. Unsuccessful Appeal

If the improper batter completes the at-bat and a pitch is made to the next batter of either team before an appeal is made, the improper batter thereby becomes the proper batter and the results of his/her at-bat become legal. In addition the next eligible batter shall be the batter whose name follows that of such legalized improper batter.

If a runner advances, while an improper batter is at bat, on a stolen base, balk, wild pitch or passed ball, such advance is legal and shall stand.

p. Swing Players

In certain instances, with the approval of the League Administration, a player may play in their respective age group as well as the next higher division as a “swing player”. A swing player’s primary responsibility is to their age appropriate team. Swing players may not pitch or catch for the team in the higher division. When the swing player graduates to the next division he/she will enter the draft and is not guaranteed to return to the team for which he/she was a swing player.

q. Interleague Play

In the event a game is played in conjunction with an interleague alliance, the rules agreed upon by the interleague commission shall prevail.

3. T-Ball Division

a. Age Requirements

Players between the ages of 4 and 5 years of age are eligible to participate in the T-Ball Division. May 1st of the current year shall be used to determine a player’s age. Players age 3 may also be eligible to play in the T-Ball Division if such player is deemed physically capable.

b. Innings

Games shall be 3 innings in length however, no inning shall start after 60 minutes with time judged at the end of the previous complete inning. A complete inning shall consist of the entire offensive team line up receiving one at-bat.

c. Pitching & Batting

A batting tee will be utilized throughout the entire game. Each batter will receive a maximum of four (4) pitches. No bunts are allowed. A batted ball must travel at least six (6) feet from home plate. Incidental contact with the tee shall not be considered a foul ball. A foul ball counts as a pitch. If after four (4) pitches the

batter has not put the ball in play, the batter will advance to first base. The batting order should be changed from inning to inning with players moving up and down the lineup.

d. Stealing and Base Running

Stealing and lead offs are not allowed. Runners may not leave a base until the batter hits the ball. Play is stopped when an attempt is made to return the ball to the infield. When play is stopped, any runner who is more than halfway to the next base may advance to that base. One extra base is awarded on overthrows at 1st base.

4. Rookie Division

a. Age Requirements

Players between the ages of 6 - 8 years of age are eligible to participate in the Rookie Division. May 1st of the current year shall be used to determine a player's age.

b. Innings

Games shall be 5 innings or one hour and forty-five minutes (1:45) in length, whichever occurs first. The official start time will be announced at the start of the game and play will stop when the time limit is reached regardless of which team is batting or if any outs are recorded. The score at the end of the time limit will stand as the final score and the game will be official. Games may end in a tie. A complete inning shall consist of three (3) batters out, six (6) runs scored or nine (9) batters to bat, whichever comes first (3.6.9 rule). In the fifth (5th) or last inning the 3.6.9 rule shall not apply.

c. Pitching & Batting

A player pitcher from the opposing team shall pitch the entire game. A coach of the batting team shall enter the game to pitch when required.

i. Player Pitch

When a player pitcher is pitching to the opposing team an umpire will call balls & strikes from behind home plate. No walks will be allowed. If the count reaches four balls, the batting team coach will enter the game and pitch to the batter. The strike count achieved by the player pitcher will be the starting point for the coach pitcher who shall continue the at-bat as outlined below. The pitching team can have the count reach four balls a maximum of three times per inning (not including hit batters). After the third time the batting team coach will pitch the remainder of the inning. (Note: Reaching the maximum three, four balls per batter, in a given inning does not constitute removal of the pitcher; therefore, the pitcher can resume pitching at the start of the next inning.) A player may pitch a maximum of two innings per game, with one pitch thrown considered an entire inning pitched.

ii. Coach Pitch

A coach of the batting team pitches overhand from a distance of 42 feet. The standard pitch count will be used for Coach Pitch (4 balls and 3 strikes). No bunts are allowed. There are no walks. If the pitcher is hit by a batted ball, the ball is ruled dead and that batter is awarded 1st base. The pitcher must attempt to avoid contact with a batted ball. An umpire will call balls and strikes from behind home plate for the coach's pitches. The coach pitcher will be granted up to three (3) strikes to continue the at-bat. The total number of pitches shall be reduced by the number of strikes achieved by the player pitcher. For example, if the player pitcher reached two strikes on the batter, the coach pitcher will receive one (1) additional pitch. If after the additional pitch(es) from the batting team coach, the batter has not struck out or put the ball in play, the batter shall return to the dugout and an out will be charged to the team. If the last pitch and any subsequent pitch is fouled off, the batter may continue until no further contact is made with the ball.

iii. Continuous Batting Order

A continuous batting order shall be used throughout the entire season. In this case, the entire roster, if present at the game, shall be included in the batting order. If a player is removed from the game due to illness, injury or ejection, their position in the batting order is skipped and is not an out. Players who show up to the game after their team's line up has been submitted are placed at the bottom of the batting order at the discretion of the Head Coach.

d. Stealing and Base Running

Stealing and lead offs are not allowed. Runners may not leave a base until the batter hits the ball. Play is stopped when the ball has returned to the infield dirt. When play is stopped, any runner who is more than halfway to the next base may advance to that base. Baserunners may not advance on overthrows at 1st base where the ball remains in the field of play.

e. Defensive Positioning

Each player in the lineup is required to play at least one complete defensive inning in the infield (P, C, 1B, 2B, SS or 3B). Failure to comply will result in forfeiture of the game. In addition to the defensive players, up to two coaches of the defending team may also be on the field to provide instruction. The defensive coach(es) must avoid contact with the ball and interference with the players.

5. 10U Softball Division

a. Age Requirements

Players between the ages of 6 - 10 years of age are eligible to participate in the 10U Softball Division. January 1st of the current year shall be used to determine a player's age.

b. Innings

Games shall be 5 innings or one hour and forty-five minutes (1:45) in length, whichever occurs first. The official start time will be announced at the start of the game and play will stop when the time limit is reached regardless of which team is batting or if any outs are recorded. The score at the end of the time limit will stand as the final score and the game will be official. Games may end in a tie. A complete inning shall consist of three (3) batters out or five (5) runs scored, whichever comes first. In the fifth (5th) or last inning the five-run rule shall not apply.

c. Pitching & Batting

A player pitcher from the opposing team shall pitch the entire game. A coach of the batting team shall enter the game to pitch when required.

i. Player Pitch

When a player pitcher is pitching to the opposing team an umpire will call balls & strikes from behind home plate. No walks will be allowed. If the count reaches four balls, the batting team coach will enter the game and pitch to the batter. The strike count achieved by the player pitcher will be the starting point for the coach pitcher who shall continue the at-bat as outlined below. The pitching team can have the count reach four balls a maximum of three times per inning (not including hit batters). After the third time the batting team coach will pitch the remainder of the inning. (Note: Reaching the maximum three, four balls per batter, in a given inning does not constitute removal of the pitcher; therefore, the pitcher can resume pitching at the start of the next inning.) A player may pitch a maximum of three innings per game, with one pitch thrown considered an entire inning pitched.

ii. Coach Pitch

A coach of the batting team pitches underhand from a distance of 35 feet. The standard pitch count will be used for Coach Pitch (4 balls and 3 strikes). No bunts are allowed. There are no walks. If the pitcher is hit by a batted ball, the ball is ruled dead and that batter is awarded 1st base. The pitcher must attempt to avoid contact with a batted ball. An umpire will call balls and strikes from behind home plate for the coach's pitches. The coach pitcher will be granted up to three (3) strikes to continue the at-bat. The total number of pitches shall be reduced by the number of strikes achieved by the player pitcher. For example, if the player pitcher reached two strikes on the batter, the coach pitcher will receive one (1) additional pitch. If after the additional pitch(es) from the batting team coach, the batter has not struck out or put the ball in play, the batter shall return to the dugout and an out will be charged to the team. If the last pitch and any subsequent pitch is fouled off, the batter may continue until no further contact is made with the ball.

iii. Continuous Batting Order

A continuous batting order shall be used throughout the entire season. In this case, the entire roster, if present at the game, shall be included in the

batting order. If a player is removed from the game due to illness, injury or ejection, their position in the batting order is skipped and is not an out. Players who show up to the game after their team's line up has been submitted are placed at the bottom of the batting order at the discretion of the Head Coach.

d. Stealing and Base Running

Stealing is not allowed. Runners may lead off from the base two to three steps when the ball is released from the pitcher's hand. Play is stopped when the ball has returned to the pitcher on/near the mound. When play is stopped, any runner who is more than halfway to the next base may advance to that base. One extra base is awarded on overthrows at 1st base where the ball travels outside the field of play.

e. Defensive Positioning

Ten (10) players are permitted on the field for defense. The tenth defender may be positioned anywhere in the field and can adjust their position before each pitch. In addition to the defensive players, a coach of the defending team may also be on the field to provide instruction. The defensive coach must avoid contact with the ball and interference with the players.

6. Minor Division

a. Age Requirements

Players between the ages of 9 and 10 years of age are eligible to participate in the Minor Division. May 1st of the current year shall be used to determine a player's age.

b. Innings

Games shall be 6 innings or one hour and forty-five minutes (1:45) in length, whichever occurs first. The official start time will be announced at the start of the game and play will stop when the time limit is reached regardless of which team is batting or if any outs are recorded. The score at the end of the time limit will stand as the final score and the game will be official. Games may end in a tie.

c. Pitching & Batting

i. Pitching

The standard pitch count will be used throughout the game (4 balls and 3 strikes). Pitchers must adhere to the pitch count and rest requirements as prescribed in these Official Playing Rules. Pitchers are only allowed to throw fast balls and change-ups. Curve balls and other breaking pitches are not permitted. If, at the discretion of the umpire, a pitcher is deemed to have thrown any pitch not permitted by the League, the pitched ball will be automatically called a ball.

ii. Batting

A continuous batting order shall be used throughout the entire season. In this case, the entire roster, if present at the game, shall be included in the batting order. If a player is removed from the game due to illness, injury or ejection, their position in the batting order is skipped and is not an out. Players who show up to the game after their team's line up has been submitted are placed at the bottom of the batting order at the discretion of the Head Coach.

iii. Bunting

Bunting is allowed. A batter may not stand or step on home plate when attempting to bunt. An out will be called if contact is made with home plate by the batter while making contact with the ball. Batters attempting to bunt on the third strike are out if the bunted ball is picked up in foul territory. This play is considered a strikeout. Fake bunts are not allowed. A batter will be called out if he/she shows bunt and then proceeds to take a full swing.

d. Stealing and Base Running

Stealing is permitted, however, lead offs are not allowed. Once the ball has crossed home plate, runners can attempt to steal the next open base, with the exception of home plate. If, at the discretion of the umpire, a runner leaves the base early, the runner will be required to return to his/her original base. The umpire will issue a team warning after the first offense and any subsequent occurrences will result in the base runner being called out. Stealing home is not permitted. If at the start of the pitch the baserunner is on third base, he/she can only advance home on a batted ball or by being walked in if the bases are full. Runners starting on second base (or first) may advance home if they ball gets away while attempting to steal third base (continuation).

Play is stopped when the umpire calls time out or dead ball. When play is stopped, any runner who is more than halfway to the next base may advance to that base. One extra base is awarded on overthrows at 1st base where the ball travels outside the field of play.

7. 13U Softball Division

a. Age Requirements

Players between the ages of 11 and 13 years of age are eligible to participate in the 13U Softball Division. *14 year olds still in the eighth grade may also be eligible for participation at the discretion of the League Administration. January 1st of the current year shall be used to determine a player's age.

b. Innings

c. Games shall be 6 innings or one hour and forty-five minutes (1:45) in length, whichever occurs first. The official start time will be announced at the start of the game and play will stop when the time limit is reached regardless of which team is batting or if any outs are recorded. The score at the end of the time limit will stand as the final score and the game will be official. Games may end in a tie.

d. Pitching & Batting

i. Pitching

The standard pitch count will be used throughout the game (4 balls and 3 strikes). A pitcher may play another position and re-enter the game as a pitcher only once. The pitcher may start with both feet on the pitching rubber or one behind. The pitcher's pivot foot may remain in contact with or push off and drag away from the pitching rubber so long as the pivot foot remains in contact with the ground at all times.

ii. Batting

A continuous batting order shall be used throughout the entire season. A Maximum of five runs is permitted within each inning per team; excluding the last inning, in which the runs are unlimited.

iii. Bunting

Bunting is allowed. A batter may not stand or step on home plate when attempting to bunt. An out will be called if contact is made with home plate by the batter while making contact with the ball. Batters attempting to bunt on the third strike are out if the ball is picked up in foul territory. This play is considered a strikeout.

e. Stealing and Base Running

Stealing is permitted, however, lead offs are not allowed. Once the ball has been released from the pitcher's hand, runners can attempt to steal the next open base, at their own risk. If, at the discretion of the umpire, a runner leaves the base early, the runner will be required to return to her original base. The umpire will issue a team warning after the first offense and any subsequent occurrences will result in the base runner being called out. Play is stopped when the pitcher has possession of the ball in the pitching circle or the umpire calls time out or dead ball. When play is stopped, any runner who is more than halfway to the next base may advance to that base. One extra base is awarded on overthrows at 1st base where the ball travels outside the field of play.

8. Major Division

a. Age Requirements

Players between the ages of 11 and 13 years of age are eligible to participate in the Major Division. May 1st of the current year shall be used to determine a player's age.

b. Innings

c. Games shall be 6 innings or one hour and forty-five minutes (1:45) in length, whichever occurs first. The official start time will be announced at the start of the game and play will stop when the time limit is reached regardless of which team is batting or if any outs are recorded. The score at the end of the time limit will stand as the final score and the game will be official. Games may end in a tie.

d. Pitching & Batting

i. Pitching

The standard pitch count will be used throughout the game (4 balls and 3 strikes). Pitchers must adhere to the pitch count and rest requirements as prescribed in these Official Playing Rules. Pitchers are only allowed to throw fast balls and change-ups. Curve balls and other breaking pitches are not permitted. If, at the discretion of the umpire, a pitcher is deemed to have thrown any pitch not permitted by the League, the pitched ball will be automatically called a ball.

ii. Batting

A continuous batting order shall be used throughout the entire season. In this case, the entire roster, if present at the game, shall be included in the batting order. If a player is removed from the game due to illness, injury or ejection, their position in the batting order is skipped and is not an out. Players who show up to the game after their team's line up has been submitted are placed at the bottom of the batting order at the discretion of the Head Coach.

iii. Bunting

Bunting is allowed. A batter may not stand or step on home plate when attempting to bunt. An out will be called if contact is made with home plate by the batter while making contact with the ball. Batters attempting to bunt on the third strike are out if the ball is picked up in foul territory. This play is considered a strikeout. Fake bunts are not allowed. A batter will be called out if he/she shows bunt and then proceeds to take a full swing.

e. Stealing and Base Running

Stealing is permitted however lead offs are not allowed. Once the ball has been released from the pitcher's hand, runners can attempt to steal the next open base at their own risk. If, at the discretion of the umpire, a runner leaves the base early, the runner will be required to return to his/her original base. The umpire will issue a team warning after the first offense and any subsequent occurrences will result in the base runner being called out. Play is stopped when the umpire calls time out or dead ball. When play is stopped, any runner who is more than halfway to the next base may advance to that base. One extra base is awarded on overthrows at 1st base where the ball travels outside the field of play.

9. 16U Softball Division

a. Age Requirements

Players between the ages of 14 and 16 years of age are eligible to participate in the 16U Softball Division. January 1st of the current year shall be used to determine a player's age.

b. Innings

Games shall be 6 innings or one hour and forty-five minutes (1:45) in length, whichever occurs first. The official start time will be announced at the start of the game and play will stop when the time limit is reached regardless of which team is batting or if any outs are recorded. The score at the end of the time limit will stand as the final score and the game will be official. Games may end in a tie.

c. Pitching & Batting

i. Pitching

The standard pitch count will be used throughout the game (4 balls and 3 strikes). A pitcher may play another position and re-enter the game as a pitcher only once. The pitcher may start with both feet on the pitching rubber or one behind. The pitcher's pivot foot may remain in contact with or push off and drag away from the pitching rubber so long as the pivot foot remains in contact with the ground at all times.

ii. Batting

A continuous batting order shall be used throughout the entire season.

iii. Bunting

Bunting is allowed. A batter may not stand or step on home plate when attempting to bunt. An out will be called if contact is made with home plate by the batter while making contact with the ball. Batters attempting to bunt on the third strike are out if the ball is picked up in foul territory. This play is considered a strikeout.

d. Stealing and Base Running

Stealing is permitted, however, lead offs are not allowed. Once the ball has been released from the pitcher's hand, runners can attempt to steal the next open base at their own risk. If, at the discretion of the umpire, a runner leaves the base early, the runner will be required to return to her original base. The umpire will issue a team warning after the first offense and any subsequent occurrences will result in the base runner being called out. Play is stopped when the pitcher has possession of the ball in the pitching circle or the umpire calls time out or dead ball. One extra base is awarded on overthrows at 1st base where the ball travels outside the field of play.

10. Pony Division

a. Age Requirements

Players between the ages of 13 and 14 years of age are eligible to participate in the Pony Division. May 1st of the current year shall be used to determine a player's age.

b. Innings

c. Games shall be 7 innings or one hour and forty-five minutes (1:45) in length, whichever occurs first. The official start time will be announced at the start of the

game and play will stop when the time limit is reached regardless of which team is batting or if any outs are recorded. The score at the end of the time limit will stand as the final score and the game will be official. Games may end in a tie.

d. Pitching & Batting

i. Pitching

The standard pitch count will be used throughout the game (4 balls and 3 strikes). Pitchers must adhere to the pitch count and rest requirements as prescribed in these Official Playing Rules. There shall be no restrictions on the types of pitches thrown in the Pony Division.

ii. Batting

A nine-player batting order shall be used throughout the entire season. No designated hitter will be allowed. Substitutions to the batting order may be made in accordance with the League's substitution and re-entry rules stated in the General Ground Rules section of these Official Playing Rules.

iii. Bunting

Bunting is allowed. A batter may not stand or step on home plate when attempting to bunt. An out will be called if contact is made with home plate by the batter while making contact with the ball.. Batters attempting to bunt on the third strike are out if the ball is picked up in foul territory. This play is considered a strikeout.

e. Stealing and Base Running

Stealing and lead offs are permitted. Runners can attempt to steal the next open base at their own risk. Play is stopped when the umpire calls time out or dead ball. When play is stopped, any runner who is more than halfway to the next base may advance to that base. One extra base is awarded on overthrows at 1st base where the ball travels outside the field of play.

11. Conduct

The Omega Delta Youth Baseball League teaches fundamental baseball skills, provides an enjoyable recreational outlet for youths and represents good sportsmanship. Unsportsmanlike conduct by a coach, parent, or player is not condoned. Examples of unacceptable behavior include but are not limited to:

a. Throwing Equipment

Intentionally throwing equipment (i.e. bats, helmets, gloves or balls) in anger shall not be tolerated. Individuals will receive one warning for such actions. A second offense will result in the player being ejected from the game.

b. Profanity

Inappropriate language by a player will result in the player's immediate ejection from the game. Inappropriate language by a coach will result in a one game suspension. Parents and/or fans that shout profanities during a game will be asked to leave the park.

- c. **Beating Batters**
Any pitcher, in the umpire's judgment, intentionally throwing at a batter to cause harm will be automatically ejected from the game without warning and suspended for the next scheduled game.
- d. **Fighting**
Any player or coach fighting before, during, or after a game will be suspended for the current game and next scheduled game. A second violation will result with expulsion from the League.
- e. **Bullying**
Individuals should be able to participate in the League free from harassment. Players who bully other players in the League will receive a verbal warning from the League Vice President and their parent(s) will be notified. If the bullying persists, the player(s) responsible will receive a one game suspension and face possible expulsion from the League.
- f. **Arguing Balls and Strikes**
A player, manager/coach, must not argue a ball or strike. Arguing the umpire's call may result in an automatic ejection without warning.
- g. **Booing**
Players, coaches, parents and/or friends are prohibited from booing opposing team players and/or the umpire. A warning will be issued to anyone participating in such actions. Players and coaches will be ejected from the game for a second occurrence. Parents and fans will be asked to leave the park for a second occurrence.
- h. **Discouraging Cheers**
Players are prohibited from engaging in negative cheers towards the opposing team. Examples of cheers that are prohibited include but are not limited to:
 - i. "Three and two, what you gonna do? You're gonna walk him"
 - ii. "Hey pitcher look at me....."
 - iii. "Hey batter, batter....."
 - iv. Any cheer that escalates in volume as the pitcher is about to deliver the pitch

Coaches are encouraged to immediately curtail any negative cheers and to teach their players cheers that positively reinforce the efforts of their respective team.

12. Umpires

Umpires are the appointed representatives of the League charged with the responsibility of impartially officiating games. Umpires have the authority to require the full and complete cooperation of all persons directly or indirectly responsible for the preparation for and playing of a game. The umpire shall have the authority to rule on any situation not covered specifically in these Official Playing Rules. Umpires shall be appointed by the League Umpire-in-Chief.

13. Postseason

- a. During the postseason the following rules shall not apply:
 - i. Slaughter rule
 - ii. Game time limits

- b. Tie Games

In the event of a tie game at the end of regulation play, play will continue using the International Baseball Federation Extra Inning Tie-Breaker Rules

14. Protesting Games

Protest shall be considered only when based on violation or interpretation of a playing rule or the use of an ineligible player. No protest shall be considered based on an umpire judgment. Only the Head Coaches of the contesting teams shall have the right to protest a game.

- a. Procedures

The protesting Head Coach shall immediately and before any succeeding play begins, notify the umpire that he/she is playing the game under protest. If, after such notice, the umpire believes the right call has been made he will notify the opposing Head Coach and League Official that the game is being played under protest. The Head Coach must submit the protest in writing to the League President within twenty four (24) hours of the games scheduled start time.

- i. Protests about a player not playing the League minimum must be made after the fourth (4th) inning.
- ii. Protests over an ineligible pitcher may be brought up at any time.

- b. Fees

A protest fee of \$25 shall be paid by the protesting Head Coach to the League Treasurer before the Protest Committee will hear the protest. The fee will be refunded to the Head Coach only if the protest is approved otherwise the fee shall be remitted to the League.

- c. Protest Committee

A committee composed of the League President, League Secretary, the officiating umpire and one Head Coach from each division shall hear and resolve any and all protests. Neither of the Head Coaches involved in the protested game may participate in such committee. The committee will review the facts and decide whether the protested play was in violation of League rules and whether such violation ultimately could have impacted the outcome of the game. The decision of the committee is final.