

O & S Minors Baseball Rules (based off USSSA Rule Book)
Rain Out Hotline- (618) 622-1439 updated at 4pm on weekdays
and 9am on Saturdays. Also check our Facebook for updates.

General

- The field will use 60ft bases with the pitching rubber set at 42ft (Rule 1.04)
- No metal spikes (Rule 1.11)
- There will be no penalty for players that must leave the game due to injury or illness
- Players may be freely substituted
- Each player must play a minimum of 9 defensive outs. Should a player not get 9 defensive out because of a short game, those innings must be made up in the next game played.
- Teams must have 8 players (borrowing is encouraged to meet this requirement). Borrowed players must wear their original team's jersey, and bat at the bottom of the order.

Game Length

- Games will be no more than 6 innings in length
- Games will be considered complete after 4 innings of play, in the case of any weather delays or other cancellations.
- Games are complete after 4 innings (or 3 ½ innings for the home team) if one team has 15 or more runs than the other. Games are complete after 5 or more innings (4 ½ innings for the home team) if one team has 10 or more runs than the other.
- No new inning may start after 100 minutes of playing time has elapsed. **Or, within 20 minutes of the start next scheduled game**
- Any game called because of time is complete regardless of the number of innings played.
- If lightening is seen by anyone. Alert the umpires and vacate the field. Games must wait 30 minutes from the most recent flash of lightening before resuming play. Example: There is a lightening flash at 6:20pm. The game must wait till 6:50pm to resume. If there is a flash of lightening between 6:20pm and 6:50pm, the 30 minute delay restarts from the flash.

Batting

- Bats may be made of wood or metal and must not be more than 36 inches in length and have a barrel in excess of 2 ¾ inches (Rule 1.10). Bats must have the USSSA stamp to be used in O & S leagues. Any material to improve the grip may be used for a distance to not exceed 18in from the handle end. Bats found in violation of these rules will not be allowed to be used in-game.
- The batter is out when a third strike is caught or not caught by the catcher
- All players will be listed in the batting order. The batting order does not change when substitutions are made
- The side is out once the batting team has scored 7 runs, even if 3 defensive outs have NOT been made. This is in effect for all innings

Base running

- Runners may not leave the base until the ball has reached the batter. Runners may steal any base other than home.
- Whenever a tag play is evident a runner must slide or seek to avoid contact with the fielder and/catcher. Attempting to jump, leave, dive over the fielder and/or catcher is not interpreted as seeking to avoid contact. Runner will be called out if they do not slide or seek to avoid contact with the fielder/catcher. (Rule 8.04.C)
- A courtesy runner is recommended for the catcher and pitcher in the event the catcher or pitcher is a base runner and there are two outs. The pinch runner in this situation must be the last batter to make an out.
- There will be no stealing of home in the event of a wild pitch or passed ball. The runner on 3rd must be batted in or walked in. Except in the following situations:
 - In these situations the runner MAY advance home:
 - **Runner on second.** The batter lays down a bunt/hit. The catcher attempts to throw out the runner advancing from second to third, the ball is missed by the third baseman and

goes out of play. The runner advances home. The batter (now runner) advances to second base. *Synopsis: runners may advance one base on an overthrow that goes out of play or is called dead by the umpire.*

- **Runner on first.** The pitcher delivers the ball. The runner attempts to advance to second. The catcher attempts to throw the runner out at second. The fielder covering second misses the ball and it rolls into the outfield. The runner can advance to third. The runner can still be thrown out on the base paths. *Synopsis: Runners are allowed to steal, but they cannot leave base until the ball has reached the batter.*
- **Runner on third.** Less than two outs. Batter hits a fly ball to the outfield. The outfielder catches the ball. The runner is allowed to tag up and advance home.

In these situations the runner may NOT advance home:

- **Runner on second.** The pitcher delivers the ball. The runner attempts to advance to third. The catcher attempts to throw out the runner at third. The fielder covering the base misses the ball and it goes into the outfield. The runner MAY NOT advance **home**. *Synopsis: the runner is attempting to steal home on a ball that was not batted.*
- **Runner on third.** The pitcher delivers the ball. The catcher returns the ball to the pitcher. The pitcher misses the ball and it goes into the outfield. The runner MAY NOT advance to home. *Synopsis: the ball was not batted.*

Fielding

- Four outfielders may be used (no “short” outfielders)
- Coaches must remain IN the dugout when their team is on the field playing defense.

Pitching

- The second trip to the mound by a coach in the same inning to the same pitcher shall automatically result in the removal of that pitcher from the game as pitcher only
- The third batter hit by a pitch in the same inning by the same pitcher shall automatically result in removal of that pitcher from the game as pitcher only
- Pitchers can pitch a maximum of 6 innings per calendar week (Monday-Sunday). If a pitcher throws one pitch in an inning, it is considered an inning pitched. A pitcher must have at least two-calendar days rest between assignments if they pitch more than two innings in any one game. All innings pitched in a single game are considered one assignment. Pitching limitations will be strictly followed from the rule book.
- When a pitcher is removed from a game as the pitcher, they are not allowed to re-enter the game as a pitcher. They can play other positions on the field.
- Pitchers will be allowed 5 warm-up pitches between innings. After the 5 pitches, play will resume. When a new pitcher is being brought into the game, they will be allowed 8 warm-up pitches.

Personal Conduct Policy

- On any conduct problem concerning coaches, players and/or spectators, umpires are instructed to deal only with coaches, who are responsible for correcting the problem. If the problem persists, a forfeit will result.
- No manager, player, coach, or spectator may charge, threaten, or abuse an umpire before, during, or after a game. Such behavior will result in ejection from the league.
- All spectators not directly involved in the game must stay more than 10ft outside of the foul territory.
- If a discipline problem with a player arises during a game, and a coach wished to remove a problem player, he/she shall notify the opposing coach and the umpire in order to adjust the batting order. If the discipline issue persists, the coach must notify O’Fallon Parks and Recreation to explain the situation.
- Players must remain in the designated bench area during the game
- There shall be no heckling of an opposing team by anyone, nor shall any spectator or player verbally or physically attempt to distract an opposing player. Violations of this rule will result in ejection of the offending player(s)/spectators and/or forfeit of the game.
- The coach is responsible for the conduct of his or her spectators, parents, and players on the field and bench. **COACHES, SPECTATORS, AND PLAYERS SHALL NOT DISPUTE CALLS MADE BY THE UMPIRE.** Coaches, players, or spectators who are verbally abusive to the umpires, players, or each other may be ejected by the official or field supervisor and must leave the field immediately.

