

O & S Majors Baseball Rules (based off USSSA Rule Book)

Rainout Hotline (618) 624-0139. The hotline will be updated at 4:00pm during the week, 9:00am on Saturdays.
The OPRD Facebook will also be updated with any cancellations or postponements.
Field Supervisor – Cameron Meyer (618) 978-4967

General

- The field will be set at 70ft bases and the pitching mound will be at 50ft (Rule 1.04)
- No metal spikes (Rule 1.11)
- The game will be no more than 6 innings in length (Rule 3)
- There will be no penalty for players who must leave the game due to injury or illness
- A minimum 8 players are required to start a game
- Players can be borrowed to meet the minimum player requirement
- Players may be freely substituted
- Each player must play a minimum of nine defensive outs. Should a player not get a nine defensive outs because of a short game, those innings must be made up at the next game played.
- 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 team, or after 5 innings (4 ½ for the home team) if one team has 10 or more runs than the other team.
- No new inning may start after 100 minutes of playing time has elapsed. No new inning may start 20 minutes before the start of the next scheduled game. The timer will start at the scheduled start time of the game. The first pitch is to be thrown at the scheduled start time. This means if the scheduled start is 6:00pm, the pitcher is on the mound and the first batter is in the box ready to bat at 6:00pm.
 - The only exception to this will be in the case of back to back games, where the first game runs long. Teams will be allowed 15 minutes to warm up on the field prior to the start of the second game. (Unless both teams are ready to start play immediately)
- Any game called because of time is a complete game regardless of the number of innings played

Batting

- 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 affect for all innings.
- Official bats shall not exceed 36in and 2 ¾ inches in diameter. Bats can be constructed of wood, aluminum, or other materials approved of by USSSA. For a bat to be allowed in the O & S recreational leagues, it must have the USSSA stamp on the barrel. If a bat is found to not conform to these rules, it will be removed from use in the game.
- The batter/runner cannot attempt to run to first on a dropped 3rd strike. Other base runners may attempt to steal a base.

Base running

- Whenever a tag play is evident, a runner must slide or seek to avoid contact with the fielder and/catcher. Attempting to jump, leap, or dive over the fielder and/or catcher is not interpreted as seeking to avoid contact. (Rule 8.01E) If this rule is violated by the runner and contact is made, it is up to the umpires' discretion on rule the runner out for obstruction.
- A courtesy runner for the catcher may be used and is RECOMMENDED in the event that the catcher is a base runner and there are two outs. The courtesy runner must be the last batter to make an out.

- When running the bases, a runner must attempt a slide if a play on the ball is imminent. If the fielder attempts to fake a tag to induce a player to slide, the runner will be automatically granted that base. This includes plays at any base and at home plate.

Fielding

- Four outfielders may be used. The fourth outfielder must be in an outfield position (no “short” outfielders)
- The infield-fly rule is in effect in this league.
 - The rule applies only when there are fewer than two outs, and there is a force play at third base (i.e., when there are runners at first and second base, or the bases are loaded).^[1] In these situations, if a fair fly ball is in play, and in the umpire's judgment it is catchable by an infielder with ordinary effort, the umpire shall call "infield fly" (or more often, "infield fly, batter's out"); the batter will be out^[2] regardless of whether the ball is actually caught in flight. Umpires typically raise the right arm straight up, index finger pointing up, to signal the rule is in effect.
 - If "infield fly" is called and the fly ball is caught, it is treated exactly as an ordinary fly ball; the batter is out, there is no force, and the runners must tag up. On the other hand, if "infield fly" is called and the ball lands fair without being caught, the batter is still out, and there is still no force, but the runners *are not* required to tag up. In either case, the ball is live, and the runners may advance on the play, at their own peril.

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 a 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 (Rule 0.06)
- Players are allowed to pitch a maximum of 4 innings per game.
- Players will be allowed 5 warmup pitches between innings. If a new pitcher is brought in during an inning or to start a new inning on the mound, they will be allowed 8 warm up pitches.
- Balk Penalty- the ball is dead, the umpire shall warn the pitcher of the first infraction. Repeated infractions of the balk penalty will result in the pitcher being removed from the game as pitcher only.(Rule 8.05).
- The third batter hit by a pitch in the same inning by the same pitcher shall automatically result in the removal of that pitcher from the game as a pitcher only. The fourth batter hit by a pitch in the same game by the same pitcher shall automatically result in the removal of that pitcher from the game as a pitcher only.

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.