

O & S Rookie 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 bases will be set at 60ft and the pitching rubber will be set at 40ft (the pitching machine can be moved up to 36ft for better delivery)
- Coaches/umpires may allow additional pitches depending on the accuracy of the machine
- The baseball will be 8.5in
- No metal spikes
- 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.
- The side is out when whichever of following is met first: 3 defensive outs are made, 7 runs score, or entire lineup has batted.

Game Length

- Games will be no more than 6 innings in length
- Any game called because of time is complete regardless of the number of innings played.
- No new inning may start after 95 minutes of play. No new inning may start within 25 minutes of the start of the next scheduled game.
- Games will be considered complete after 4 innings in the case of weather delays or other cancellations
- 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.

Substitutions

- Players may be freely substituted (substitutions do not alter the batting order).
- Late arriving players must be placed at the bottom of the batting order.
- There is no penalty for players who leave the game for injury, illness, or personal reasons.

Batting/Batting Order

- Batters are allowed 5 pitches. If they do not put any of the pitches in play they will be automatically out. If they foul off the 5th pitch, they are allowed to continue the at bat
- If a hit ball strikes the pitching machine it is automatically ruled a dead ball. The batter is automatically awarded first base. Any runners on base only move up one base.
- Bats can be wood or aluminum. The bats shall not exceed 36 inches in length; the diameter shall not exceed 2 3/4 inches. All bats must have the USSSA stamp to be allowed in the O & S leagues.
- All players are listed in the batting order
- The coach from the batting team is allowed to stand behind the catcher to help retrieve passed balls.

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 8.04C). If this rule is violated, it is up to the umpire's discretion to determine the runner's intent. If it is deemed the runner did not seek to avoid contact, the runner is to be called out.

- Stealing of bases is not permitted. Runners may not leave the base until the ball has reached the batter
- When the catcher is on base and the second out is made, the catcher is **recommended** to be pinch ran for. This will help with the pace of the game.
- There is no taking of home in the event of a pass ball.

Fielding

- Two coaches are allowed on the field to assist with defensive positioning.
- Seven infielders (including the catcher and pitcher) are to be used if available. The pitcher stands to one side of the pitching machine. The seventh infielder will stand directly behind second base, between the second basemen and the shortstop.
- Teams are allowed to use four outfielders. No "short" fielders.
- Each new inning the coach must rotate players. A single player cannot sit on the bench for more than one inning at a time.

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.