

# Owasso-Skiatook League Rules

*Rules are basic in nature and modify the existing USSSA rule book. These rules will stand as of April 1, 2024.*

## PLAYING RULES & REGULATIONS – RECREATIONAL/DRAFTED TEAMS

### 1. STARTING TIME, FORFEITS AND LINEUPS

- a. All games will start at the scheduled time. There will be a 15-minute forfeit time allowance for the first and second game of league play.
- b. Managers/coaches must be available for umpire pre-conference 5 minutes prior to game time.
  - i. Lineups exchanged between each team before the game will be given to the plate umpire.
  - ii. These lineups will list all players present in a permanent batting order sequence with the starters identified with their field positions.
- c. Each substitution in the field will be officially reported to the plate umpire, who will mark the change on his lineup showing the inning the new player entered the field and the player who was replaced.
  - i. The umpire will notify both scorekeepers of the change.
  - ii. It is not necessary to notify the plate umpire when players are shifted between positions in the fields, only entries and exits from the field.
- d. A team may play a game without a full roster.
  - i. Teams will have to forfeit below 8 (Shorthanded rule)
  - ii. NO PLAYER(s) is allowed to pick up with a team that is short-handed unless this is cleared through the league directors.
  - iii. No player is allowed to play as a **guest** for any reason other than having 8 players. This still needs to be approved by a league director.

### 2. GAME LENGTHS

- a. 6U – 1 hour, finish the batter
- b. 8U – 1 hour, finish the batter
- c. 10U – 1:10, finish the batter
- d. 12U and up – 1:10, finish the batter
- e. The maximum length of regulation games
  - i. 6U, 8U – 5 innings
  - ii. 10U – 6 innings
  - iii. 12U – 7 innings

### 3. TIEBREAKER

- a. All regular-season league games can end in a tie.
- b. Playoffs – all ages will use international tie-breaker rules
  - i. Standings will be kept for all age groups except the 6U division. Ties will be recorded in the standings as a ½ win and ½ loss.
  - ii. Playoff matchups for 6U will be determined by blind draw.
  - iii. For age groups with standings, the tiebreaker for playoff seeding will be:

## **1. TWO TEAMS TIED**

- a. Head to Head
- b. Record against remaining teams top to bottom
- c. Coin Flip

## **2. THREE OR MORE TEAMS TIED**

- a. Record for a head to head comparison will have to result in the team's record against each other.
- b. If three or more teams are still tied, record against teams not included in the "mini round-robin" will be compared, from best record to worst record, until reaching a head to head comparison. Once a two-team head to head is reached, refer to the Two Team tiebreaker.

## **4. RESCHEDULING OF GAMES**

- a. Home association officials will be responsible for notifying managers/coaches of all postponements.
  - i. Games not played due to rain will be rescheduled by the park that made the cancellation and will let the other league know.
  - ii. The home association will be responsible for contacting all managers of the postponed games with the rescheduled date and time.
    1. Games will not be rescheduled more than once. If standings are kept and the game cannot be rescheduled, both teams will be awarded a tie.

## **5. SCOREKEEPING**

- a. The home team book is the official scorebook.
  - i. Scores will need to be submitted by the HOME book each week, since they are the official book.

## **6. PLAYER MINIMUM PLAYING TIME**

- a. It will be the responsibility of the manager/coach to exchange lineups before each game and ensure that these rules are carried out.
  1. Late players to a game will report to the bottom of the lineup.
  2. The late player cannot be substituted in the middle of an inning as a defensive player.
- b. Every player on the lineup (roster) must bat at least once.
- c. Players not starting in the field must be substituted throughout the game to ensure each rostered player gets AT LEAST an inning in the field and an at-bat.
- d. You can play with 9 or 10 players in the field. This must be established on the line up card.

## **7. DETERMINATION OF FINAL STANDINGS AND TROPHIES**

- a. No standings are kept for 6U. At the end of the regular season, each player will receive a participation award.
- b. 8U and up
  - i. After the Spring season, a post-season playoff will take place to determine the final places.
  - ii. Trophies and awards will be determined according to the number of teams in

- each age division.
- iii. No standings for any age division will be kept during the Fall season.

## **PLAYING RULES AND REGULATIONS – 6U**

### **1. GENERAL**

- a. Once the offensive team has scored 4 runs, or 3 outs are recorded, that half-inning will expire.
- b. The manager/coach will have the option to allow each batter to take all 5 swings off of the tee or may elect to pitch to their own batter 3 balls. If no ball is hit, then the batter may have TWO tries off the tee. If no ball is hit at this point, the batter will be out.
  - i. The pitcher/coach shall pitch with both feet inside the pitching circle. If one or both feet leave the circle the pitch shall be ruled a dead ball strike.
  - ii. The pitcher shall be a coach from the team at-bat.
  - iii. The pitching coach may coach the batter only.
  - iv. The batter will not be awarded first base if hit by a pitch from the coach.
  - v. A ball that is not hit past the “arc” during coach pitch will be ruled a dead ball
- c. Each batter will be allowed a maximum of 5 swings per at-bat. If the ball is not hit at this point, the batter is out, unless it is fouled off, then another swing is allowed until put in play or swing and miss occurs.
- d. No base stealing will be allowed.

### **2. PLAYING FIELD**

- a. The distance between bases will be 50 feet.
- b. The pitching circle shall be defined as the area in the center of the diamond. The area will be outlined by a circle 16 feet in diameter with a pitching rubber in the center 35 feet from home plate.
- c. An infield foul line shall be drawn **10 feet** in radius from the back of home plate. This line shall be defined as the ‘arc’ or dead ball line. **Balls that are not hit past the “arc” will be ruled a dead ball.**

### **3. EQUIPMENT AND SAFETY REGULATIONS**

- a. An 11” USSSA SOFTBALL (BLUE SEAMED) softball shall be the official ball of the league for this age group
- b. The official bat of the age group shall be a USSSA approved softball bat with the USSSA Thumbprint on the bat.
- c. Batters/runners will wear a USSSA approved helmet with a face mask and a chin strap. Players will need to wear it when entering the field of play. Including leaving and re-entering the dugouts.
- d. The catcher will wear a USSSA approved catchers’ helmet, mash, chest and throat protectors. The mask may be removed after the ball is hit.
- e. Girls playing in the pitcher’s circle and **all infield positions will be required to always wear a face mask during their defensive stand.**

### **4. GAME RULES**

- a. A maximum of two defensive coaches will be allowed in the outfield grass during league

play. Coaches are not allowed to touch the ball or interfere with gameplay. They can only coach the play. (2<sup>nd</sup> offence: confined to dugout). A 3<sup>rd</sup> coach may be behind the catcher to assist with equipment needs and may coach the play.

- b. Offensive base coaches are permitted in the coaching box and First and Third. No base coach shall touch the runner while the ball is in play. A violation will result in an out
- c. All players will bat in the order listed on the lineup.
- d. 9 OR 10 players may be used at the discretion of each manager of their team. This decision must be made prior to the start of the game. If a 10<sup>th</sup> player is elected, 4 outfielders designated as left, left-center, right-center, and right will be used.

## **5. BASE RUNNERS**

- a. A base runner is not allowed to leave their base until the ball is hit.
- b. On a defensive overthrow (into fair or foul territory) while attempting an out, the runner can advance ONE base at risk of being thrown or tagged out by the defense. Runners are not allowed to advance beyond that base. If they try to do so they will be returned to the appropriate base by the umpire (based on the lead runner). The umpire reserves the right to make their best judgment of this situation during a game. Each situational circumstance may differ from one to the next and will dictate the judgment call made by the umpire.

## **PLAYING RULES AND REGULATIONS – 8U**

### **1. GENERAL**

- a. Once the offensive team has scored 6 runs, or 3 outs are recorded, that half-inning will expire.
  - i. All innings will be coach pitch
  - ii. No infield fly or dropped 3<sup>rd</sup> strike
  - iii. No base stealing will be allowed
  - iv. There is no bunting in coach pitch
  - v. A base runner is not allowed to leave their base until the ball leaves the hand of the pitcher

### **2. PLAYING FIELD**

- a. The distance between bases will be 60 feet.
- b. The pitching circle shall be defined as the area in the center of the diamond. The area will be outlined by a circle 16 feet in diameter with a pitching rubber in the center 35 feet from home plate.
- c. There will be a batter's box 7 feet long and 3 feet wide. It shall extend 3 feet beyond home plate into the playing field
- d. The coach's box shall be 3 feet by 15 feet and shall not be closer than 8 feet from the baseline.

### **3. EQUIPMENT AND SAFETY REGULATIONS**

- a. An 11" USSSA SOFTBALL (BLUE SEAMED) will be the official ball for this league for this age group.
- b. The official bat of the age group shall be a USSSA approved softball bat. It must have

the USSSA thumbprint on the bat.

- c. Batters/runners will wear a USSSA approved helmet with a mask and chin strap while on the playing field. This includes leaving and re-entering the dugouts.
- d. The catcher will need to be fully equipped with shin guards, a chest protector, a throat protector, a catcher's helmet, and a glove. The mask may be removed once the ball is put into play.
- e. Girls playing in the pitcher's circle and **all infield positions will be required to always wear a face mask during their defensive stand.**

#### 4. GAME RULES

- a. A maximum of two defensive coaches will be allowed in the outfield grass during league play. Coaches are not allowed to touch the ball or interfere with gameplay. They can only coach the play. (2<sup>nd</sup> offence: confined to dugout). It is recommended that a 3<sup>rd</sup> coach is behind the catcher to assist in the pace of play should the ball get by the catcher when a pitch is thrown. The 3<sup>rd</sup> coach may not interfere with any other aspect of play.
- b. Offensive base coaches are permitted in the coaching box and First and Third. No base coach shall assist the runner while the ball is in play. A violation will result in an out.
- c. All players will bat in the order listed on the lineup.
- d. 9 OR 10 players may be used at the discretion of each manager of their team. This decision must be made prior to the start of the game. If a 10<sup>th</sup> player is elected, 4 outfielders designated as left, left-center, right-center, and right will be used.
- e. **Coach pitch rules:**
  - i. The pitcher/coach shall pitch from the pitcher's circle and both feet must remain within the circle. If one or both feet leave the circle, the pitch will be ruled a dead ball strike. The pitcher must have BOTH FEET inside the circle.
  - ii. The pitcher shall be the coach from the team that is at-bat.
  - iii. The pitching coach may coach the batter only.
  - iv. The batter is not awarded first base if the pitching coach hits the batter with the ball.
  - v. **The batter will receive 5 pitches OR 3 swings.** Whichever comes first. If the third swing is a foul ball, you can re-do the pitch. You can exceed 5 total pitches per batter ONLY if the batter continues to hit a foul ball. The ball will either be put into play, fouled off again, or they miss and strike out.
- f. On a defensive overthrow (into fair or foul territory) while attempting an out, the runner can advance ONE base at risk of being thrown or tagged out by the defense. Runners are not allowed to advance beyond that base. If they try to do so they will be returned to the appropriate base by the umpire (based on the lead runner). The umpire reserves the right to make their best judgment of this situation during a game. Each situational circumstance may differ from one to the next and will dictate the judgment call made by the umpire.

## **PLAYING RULES AND REGULATIONS – 10U**

### **1. GENERAL**

- a. **10U is a modified league. There are modifications from the 10U rules that are in the USSSA rulebook.**
- b. The game consists of 7 innings OR 70 minutes, whichever comes first.
- c. Once an offensive team has scored 6 runs or 3 outs are recorded, that half-inning will expire.
- d. Dropped 3<sup>rd</sup> strike, infield fly rule, and stealing of any bases are allowed.
- e. A base runner may steal more than one base at a time but cannot advance past third base.

### **2. PLAYING FIELD**

- a. The distance between bases will be 60 feet.
- b. The pitching circle shall be defined as the area in the center of the diamond. The area will be outlined by a circle 16 feet in diameter with a pitching rubber in the center 35 feet from home plate.
- c. There will be a batter's box 7 feet long and 3 feet wide. It shall extend 3 feet beyond home plate into the playing field.

### **3. EQUIPMENT AND SAFETY REGULATIONS**

- a. An 11" USSSA SOFTBALL (BLUE SEAMED) softball shall be the official ball of this age group.
- b. Bats must meet USSSA specifications and be rated for fastpitch.
- c. Batters/runners will always wear a USSSA approved helmet with a face mask and a chin strap while on the playing surface. This includes leaving and entering the dugout.
- d. The catcher will wear a USSSA approved catcher's helmet, mask, and chest and throat protectors. The mask may be removed after the ball is hit.
- e. Girls playing in the pitcher's and **all infield positions will be required to always wear a face mask during their defensive stand.**

### **4. GAME RULES**

- a. A maximum of 6 players, including the pitcher and catcher, may be in the infield, with a total of 9 players on the field during the defensive stand.

## **PLAYING RULES AND REGULATIONS – 12U**

### **1. GENERAL**

- a. The game consists of 7 innings OR 70 minutes, whichever comes first.
- b. Once an offensive team has scored 6 runs or 3 outs are recorded, that half-inning will expire.
- c. Dropped 3<sup>rd</sup> strike, infield fly rule, and stealing of any bases are allowed.

### **2. PLAYING FIELD**

- a. The distance between bases will be 60 feet.
- b. The pitching circle shall be defined as the area in the center of the diamond. The area will be outlined by a circle 16 feet in diameter with a pitching rubber in the center 40 feet from home plate.
- c. There will be a batter's box 7 feet long and 3 feet wide. It shall extend 3 feet beyond home plate into the playing field.

### **3. EQUIPMENT AND SAFETY REGULATIONS**

- a. A 12" USSSA SOFTBALL (BLUE SEAMED) softball shall be the official ball of this age group.
- b. Bats must meet USSSA specifications and be rated for fastpitch.
- c. Batters/runners will always wear a USSSA approved helmet with a face mask and chin strap while on the playing surface, even when leaving and entering the dugout.
- d. The catcher will wear a USSSA approved catcher's helmet, mask, and chest and throat protectors. The mask may be removed after the ball is hit.
- e. Girls playing in the pitcher's circle **and all infield positions will be required to always wear a face mask during their defensive stand.**

### **4. GAME PLAYING RULES**

- a. A maximum of 6 players, including the pitcher and catcher, may be in the infield, with a total of 9 players on the field during the defensive stand.

## **MANAGER/COACH RULES OF CONDUCT**

### **1. GENERAL**

- a. Must successfully pass a completed background check through Shield Screening or the USSSA
- b. Manager/coach must always act accordingly.
- c. No foul/obscene language will be tolerated at any time.
  - i. Any violation will result in removal from the game/park at the judgment of an umpire or park director
  - ii. Repeated offences of this nature could result in a revocation of coaching privileges for the remainder of the season or be indefinite.
- d. The manager/coach must remain in the coach's box during offense, unless a time-out is called.
- e. No manager/coach shall interfere with any play
  - i. Includes offense and defense
  - ii. Coaches that disagree with an umpire's call may call 'time' when the play is stopped by the umpire. The coach may then approach the umpire, away from the players, to discuss the call. All instances must be addressed with respect regardless of the outcome.
  - iii. Any misconduct by the coach may warrant ejection from the game and/or the ballpark.

## **UMPIRE RULES OF CONDUCT**

### **1. GENERAL**

- a. No foul/obscene language will be tolerated at any time.
- b. Repeated offenses of this nature could result in a revocation of privileges for the remainder of the season, or be indefinite.
- c. This decision will be made jointly by the UIC and the Board of the league in the town the offensive nature occurred.