

OK Hardball Baseball Rules

Minors Division

GENERAL RULES:

- Games will consist of five (5) innings. In case of inclement weather or impending darkness the game will be considered complete after three (3) innings.
- If there is a **TORNADO WATCH** or **WARNING** at 5:00 p.m. on game day, **ALL GAMES ARE CANCELED**. In the case of other inclement weather, the age group rep will make the decision to call the game prior to game time. If the field is unplayable the coaches can cancel the game at the field. If the game is canceled the coaches shall contact their respective OK Hardball Area Representative for a reschedule of the game. Every effort will be made to make up any cancelled games.
- **COACHES DISCRETION:** In the case of impending inclement weather, or approaching darkness, both coaches may mutually agree, with approval of the Umpire, on a three (3) run rule from the beginning of the game. This will allow both teams to only score three (3) per inning instead of 5.
- Distances: Bases - 60 feet Pitchers mound – 43 feet.
- Scorekeepers, managers, coaches and players are not permitted behind the backstop while the game is in progress.
- In case of a tie after regulation play, and time permits, the game shall continue to determine a winner.
- The Umpire has the discretionary right to eject any player, coach, or spectator/parent from any game, or cause a team to forfeit a game.

OFFENSE RULES:

- All team players present must bat in rotation, according to a lineup provided between coaches prior to the start of the game, without change, except for the late arrival players who will be added to the end of the batting lineup.
- Maximum bat barrel diameter is 2 ¼ inches. A batter who enters the batters box with an oversized bat will be called out. NO “air chambered” bats will be allowed.
- When a pitcher is removed from the pitching position, that pitcher may not return to the pitching position during the same game.
- A pitcher may not pitch for any more than three (3) innings, or nine (9) consecutive outs per ball game. The intentional throwing of a curve ball by a pitcher is not allowed.
- After a THIRD STRIKE, the batter may not advance to first base on a passed ball
- All batters, when in the batter’s box, and all runners when on base, must wear protective helmets. Players or base runners will be called out if found to be without a helmet.
- A runner must slide into base **when ball is in air thrown toward that base** (except 1st base). If the runner makes contact with the defensive player (coming into base) above the waist, he/she will be automatically out!!
- **A player may steal 2nd from 1st only.** A base runner **may not** lead off when on any base. A batter or base runner may only advance one (1) base if the ball is over-thrown out of the field of play, **except on stolen base overthrow**. ~~If the ball is still in play batters and base runners may advance as far as possible. One base shall be defined as the base the runner is running to plus one.~~
- A team may only score (5) runs per inning. Unlimited runs are allowed in the final inning.

DEFENSE RULES:

- A player is permitted to play at the catcher position an unlimited number of innings
- Each team shall be limited to ten (10) players on the field; six (6) on the infield and four (4) in the outfield (on the grass). Every player will participate in defense for a minimum of three (3) full innings. No player may play the same defensive position for anymore than three (3) innings in the same game. The only two exceptions are the pitcher and the catcher. Free substitution is permitted.
- There is no infield fly rule. The ball must be caught for an out.

BLOOD RULE: Applies to any player, coach, umpire, or official who is bleeding, or found to have fresh blood visible on his/her uniform or person. If at any time an umpire, coach, or official sees blood on the uniform or body of a player, coach, umpire, or official, the game shall be stopped, and an adult should treat the wound by cleaning and covering the area. If a uniform has fresh blood visible, that uniform part shall be exchanged for a non-contaminated clothing article part. If no uniform replacement is available, any clothing article may be substituted. There shall be no violation for wrong color. The bleeding must be stopped completely, and covered, before the player can re-enter the game. An injured player will be given ample time for treatment and clothing exchange. If the umpire decides the delay is too long, the game will resume with a substitute player. Once the injured player has finished receiving treatment and/or uniform exchange that player will be allowed to immediately re-enter the game.

In case of serious injury involving unconsciousness or suspected fracture, comfort the injured person, maintain the integrity of the injury, and follow your area's guidelines for contacting trained assistance. Do not move the injured person and do not allow this person to re-enter the game.

In the case of injury, coaches are required to contact their OK Hardball Area Representative within 24 hours of the injury and the Accident/Injury report shall be submitted to the league area promptly thereafter.

THE OK Hardball AREAS WILL ACCEPT NO RESPONSIBILITY FOR PAYMENT OF TRANSPORT SERVICES SUCH AS AMBULANCES.

UNSPORTSMAN LIKE CONDUCT, shall be defined as follows; Any conduct, physical or verbal, displayed by any player or coach, and directed at any other player, coach, umpire, or spectator, which is unbecoming to the integrity of good sportsmanship and the spirit of fair play as has become the practice of the OK Baseball League, shall be considered Unsportsmanlike Conduct.

Any player or coach displaying unsportsmanlike conduct during a game, or while representing the OK Hardball League, shall be immediately dismissed from the game in progress. The umpire will enforce this rule. The incident of unsportsmanlike conduct will be reported to your OK Hardball Area Representative promptly, for review for any further follow-up actions.

Any player or coach, having exhibited unsportsmanlike conduct shall not be allowed to participate in any further games or practices until approved by the OK Hardball Executive Board. The OK Hardball Executive Board consists of all OK Hardball Area Representatives. The OK Hardball Executive Board will convene promptly to review the matter. After a decision has been reached by the OK Hardball Executive Board, and that decision results in additional actions of discipline, the affected person, or a parent of the affected person, may protest the decision with a verbal appeal to the President of the League. This verbal appeal must be transmitted to the League within 48 hours of the League decision. If the Executive Board decision is of no additional discipline the affected player may participate in his/her next regularly scheduled game.

*****COACHES ARE ENCOURAGED TO HAVE TEAM MEMBERS PICK UP THE FIELD FOR TRASH AFTER THE GAME.....LETS LEAVE IT BETTER THAN WE FOUND IT.**