

# OK Hardball Baseball Rules Machine/Coach Pitch Division

## GENERAL RULES:

- Games will consist of four (4) innings\*. In case of inclement weather or impending darkness the game will be considered complete at the conclusion of four (3) innings. **5 run limit**
- Due to safety, If there is water on the field, games will not be played.
- 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.
- Distances: Bases - 60 feet..... Pitcher's mound - 46 feet, each coach must supply a base for "first base", one base used for offense the other for defense.
- Coaches are not allowed to touch the players when the balls in play. Coaches can assist with lining up a batter at home plate. Do not touch the base runners.
- **Coaches will serve as umpires**

## 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.
- Bunting is not allowed. The ball must travel further than a six (6) foot radius (draw radius in the sand) from the home plate. Batters must take a full swing.
- Every player will participate in defense for a minimum of three (2) full innings. No player may play the same defensive position for anymore than three (3) innings.
- Batters and base runners must wear approved protective headgear.
- A batter and team will be given one (1) warning for throwing a bat. After the warning the batter will be called out after a repeat infraction.
- Infield hits: All runners will be limited to advancing one (1) base.
- Outfield hits: All runners will be limited to advancing two (2) bases
- All batters must be pitched to with a pitching machine set at 30-35 MPH.
- There is no leading off for base runners. Base runners may not advance to the next base until the ball has been hit.
- No walks are allowed. **Three (3)** strikes per batter. If the last strike is a foul ball, the batter may continue. ~~Each batter will be allowed no more than twelve (12) pitches.~~

## DEFENSE RULES:

- All catchers must wear a helmet, face mask, chest protector, and shin guards.
- No score keepers, managers, or players are allowed behind the backstop during the game.
- The ball is considered live once the batter strikes it into fair play. The coach at the pitcher's mound is considered part of the playing field.
- Each team will play with ten (10) players in defense, four (4) in the outfield (on the grass). It is the coaches' discretion to place his catcher. Infield players must play their position. **Less players are allowed if mutually agreed upon by coaches.**
- The pitcher must be within 6ft of pitcher's mound either to the right/left of the pitching machine/coach until the ball is hit by the batter. Pitcher must wear a **protective mask** when on the mound.

- Two (2) defensive coaches are allowed on the field with the players, but behind the infielders and one coach to feed the pitching machine. Offensive coaches will be allowed at first and third base and behind the plate to coach the hitter and the catcher.
- \*6 innings are possible at Conklin due to available time

**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 LEAGUE 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 Hardball 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 ANY TRASH AFTER ON THE FIELD OR AROUND THE BENCHES AFTER THE GAME.\*\*\*