

**Olive Baptist Church  
2012 Baseball / Softball Season  
Church and Youth League Rules**

**TABLE OF CONTENTS**

**GENERAL INFORMATION**

- I. League objectives**
- II. Eligibility**
- III. Playing Rules**
- IV. Conduct**
- V. Rosters**
- VI. Game Rules and Times**
- VII. Inclement Weather/ Make-up Games**
- VIII. Uniforms**
- IX. Equipment**
- X. Field Administration**
- XI. Commissioners**
- XII. Insurance**
- XIII. Practice**
- XIV. General Rules for all Divisions**

**LEAGUES**

- I. Tee Ball**
- II. Coach Pitch Minors & Girls Coach Pitch**
- III. Coach Pitch Majors**
- IV. Junior Varsity Baseball and Softball**
  - a. JV Baseball**
  - b. JV Softball**
- V. Varsity Softball (coed)**
- VI. Adult League Bylaws**

## GENERAL INFORMATION

### I. League Objectives

The rules set forth are to promote a positive impact through Christian fellowship and outreach among the churches in this league, including prospective church members, with emphasis being placed on Christ-likeness and good sportsmanship.

### II. Eligibility

- a) League eligibility is determined by two factors: Class grade and that a player may “move up” one age group but may NEVER “move down”. In order to move up a division, a player must be in the highest grade of that division. A 2<sup>nd</sup> grade boy may NOT move up to Coach Pitch Majors, however, a 3<sup>rd</sup> grade boy would be allowed to move up.

Tee Ball (Coed)	K4 and K5 (must be 4 by 9/1/11)
Advanced Tee Ball (Coed)	1 <sup>st</sup> Grade
Coach Pitch Minors – Boys	2 <sup>nd</sup> to 3 <sup>rd</sup> Grade
Coach Pitch Majors – Boys	4 <sup>th</sup> to 5 <sup>th</sup> Grade
Junior Varsity – Boys	6 <sup>th</sup> to 8 <sup>th</sup> Grade
Coach Pitch – Girls	2 <sup>nd</sup> to 4 <sup>th</sup> Grade
Junior Varsity – Girls	5 <sup>th</sup> to 8 <sup>th</sup> Grade
Varsity (coed)	9 <sup>th</sup> to 12 <sup>th</sup> Grade

- b) All players must be a registered participant and have a liability and risk waiver signed by a parent or legal guardian.
- c) Olive reserves the right to change the required ages for each division or to eliminate a division if deemed necessary in order to provide the optimal sporting experience.
- d) Team Sports Director reserves the right to adjust team outreach player positions accordingly if a team is suspected of “stacking” and may result in a forfeit

### III. Playing Rules

Official USSSA rules apply unless stated otherwise here after as approved during the preseason coaches’ meeting.

### IV. Conduct

All participants will be expected to display good Christian conduct, good sportsmanship, and a good attitude at all times.

- A. Coaches are responsible for their team members’ conduct and should ensure that each player acts and plays in accordance with USSSA and league rules.

- B. Umpires have final judgment on all calls. There are no Protests allowed for any player, coach, or fan/parent. Arguing a call will result in a warning and/or ejection of a player, coach, and fan/parent at the discretion of the umpire. Any issues needing attention may be brought to the Team Sports Director, Bennett Traylor, at the conclusion of the game.
- C. Profanity or insulting remarks to or about anyone and any other acts that could be considered unsportsmanlike conduct WILL NOT be tolerated and will result in an immediate ejection from the playing field.
- D. Any incident involving physical abuse directed toward a game official or between players or spectators will result in the immediate suspension from further league play and will be reviewed by the church recreation committee. The incident will be reported to the authorities.
- E. Players, managers, coaches, or any other participant may be removed from the game for unsportsmanlike conduct after the team has been warned one (1) time.
- F. The use of alcoholic beverages will not be allowed nor tolerated.
- G. The use of any form of tobacco will not be allowed nor tolerated on the fields, in the stands, or in the surrounding areas.
- H. No artificial noisemakers allowed. Penalty: Offender will be removed after one (1) warning. (Horns, whistles, coins in jugs, bells etc. anything used to distract players.)
- I. No animals allowed at any time at the Olive Sports Complex, with the exception of assistant animals.
- J. **A coach or player ejected by an umpire will be suspended from participating in his/her team's next two games.** If a coach or player is ejected, the church Recreation Committee reserves the right to suspend the coach or player indefinitely from season play. Fan suspensions will be reviewed by the OBC Team Sports Staff.

## V. Rosters

Team rosters must be submitted **PRIOR** to the first league game. \*\* All deletions or additions to rosters must be made through the Team Sports Director.

- A. Team rosters per church are recommended to be 12 players in length and will not exceed 15. All players must be on a team's roster before entering an official game.
- B. The pastor or recreation staff of other church teams must approve team rosters.
- C. Players are not permitted to change teams during league play.
- D. Teams are not permitted to share players between teams in the same league.
- E. Girls may play on a boy's team; boys cannot play on girls teams.

## VI. Game Rules and Times

### Time Limits

Time Limit		Max # of Innings	No New Inning After
Tee Ball & Advanced Teeball	1 Hour	4	55 Minutes
Coach Pitch/Varsity	1 Hour & 15 Mins.	6	1 Hour & 10 Mins.
Junior Varsity	1 Hour & 45 Mins.	6	1 Hour & 35 Mins.

- A. Line-ups not completed by game time may result in a forfeited game.
- B. The home team will keep the official scorebook and scoreboard.
- C. Team Line-ups must be given to the Home Team scorekeeper five minutes prior to game time.
- D. Tied scores at the end of the time limit or regulations number of an inning will result in a TIE on the official record of both teams. The umpire will keep the official time.
- E. When there are two outs and the team's catcher is on base, a courtesy runner must be put on base for the catcher. The player who was the last out should be chosen.
- F. Each team must have at least eight players present in the dugout at game time to begin and continue a game or take a forfeit. If eight players cannot be fielded within the *five minute grace period* of starting time, a forfeit will result; however, an unofficial game will be played without an umpire being provided.
- G. No out will be recorded for missing batters in coach pitch division\*. Any late players may be added, at any time, to the bottom of the lineup. (\*see JV Rules section)
- H. All players present at the game shall be in the batting order. Everyone must bat. No out shall be recorded for players that must leave the game to injury, sickness, etc.
- I. It is a regulation game if it is called by the umpire due to darkness, rain or other cause which in the umpire's judgment interfered with further play, provided that (a) four (4) or more innings have been played, or (b) three and one half (3 1/2) innings shall constitute a legal game if the home team is ahead at the end of the half (1/2) inning. If the visiting team has not completed batting or the visiting team is ahead you would revert back to the last completed inning. In the event that a game is halted before completion for any cause it must be resumed from the point of termination when the game is rescheduled by league officials with the same lineup as possible.

## VII. Inclement Weather / Make Up Games

All games will be called off at the field unless delegated earlier by Recreation Staff. Teams not showing due to inclement weather will forfeit the game. Final decision on all forfeits to call a game due to inclement weather rests with the umpires.

- A. Games missed because of inclement weather will be made up on a time available basis.
- B. Teams not able to play due to church functions, must provide league director a two week advanced notice to accommodate rescheduling.

## VIII. Uniforms

Team members must wear jerseys that are all the same color and have individual numbers by the second game of the season. No tank tops, fishnet type's tops, or shirts with sleeves cut off at the shoulder will be allowed.

- A. Numbers must be at least 6" and appear on the front or back of the player's jersey. This must be consistent with every player. No duplicate numbers are permitted.
- B. No tank tops, fishnet type's tops, or shirts with sleeves cut off at the shoulder will be allowed.
- C. Hats are not mandatory. **If hats are worn, they must be worn correctly.** Sweatbands can be worn; however, plastic visors and bandanas are not allowed.
- D. If shorts are worn, they must be "athletic shorts" or shorts of equivalent length. Cut offs and low rise shorts will not be allowed.
- E. No bare midriffs are permitted.
- F. All jewelry must be removed while playing, with the exception of medical alert tags. Stud earrings are permitted. Hoop, dangling or any earrings visible to the umpire are not permitted. Non-raised wedding bands aren't considered jewelry.
- G. Team uniforms should **NOT** include any of the following: advertisements for alcoholic beverages or tobacco products; inappropriate company sponsorships; depictions of nudity or semi-nudity; profanity; obscene gestures; obscene slang; racist slurs, symbols or language; or suggestive/inappropriate language and/or symbols. Any questions can be answered by an Olive Recreation Staff member.

## IX. Equipment

- A. Metal cleats are illegal. Players must wear appropriate shoes at all times on playing field. No sandals, flip flops, Crocs™, or any other opened toe shoe permitted.
- B. Olive Baptist church Recreation Ministry will provide game balls.

- C. Protective helmets with facemasks are required for catchers in all children's leagues. Full catcher gear may be required, but not necessarily provided.
- D. Batting helmets are required for all batters (including on-deck batters), base runners, and bat retrievers. Batting helmets are not provided.
- E. Bats should be official tee ball, softball, little league, or baseball approved. Fast pitch softball bats are acceptable for softball. NO COMPOSITE BATS will be allowed in any division.
- F. Equipment must be kept in the dugout.
- G. All casts, splints and braces must be padded. Any player equipment judged by the umpire to be unreasonably dangerous is illegal and cannot be worn.

#### **X. Field Administration**

- A. No infield practice prior to or during the game. Team's may "throw around" the bases no more than twice between innings. When the first batter from the offensive team is ready, the ball should be in the hands of the pitcher.
- B. The HOME Team will be responsible for assisting in field prep before the start of the game.
- C. Before game begins, each team will line-up behind the foul lines. The home team listed first on the schedule will lead in a devotion or prayer before each game.
- D. If the scorekeeper recognizes that a batter is batting out of order, it will be their responsibility to stop play and have the right batter come to bat. If there is a count on the batter, the correct batter will assume that count. If the officials fail to catch the error in the batting order and the opposing manager catches it and informs the umpire before the first pitch to the next batter, then the team will receive an out. The player will not be penalized. The scorekeeper shall then call the proper batter to the plate.
- E. Only the head coach or designated representative may discuss interpretations of the rules. No discussion will be made of judgment calls.
- F. Teams will assist in the retrieval of foul and home run balls.
- G. Each team is responsible for cleaning up their dug out area of trash after each game. Garbage cans are available for disposal within the field area.

#### **XI. Commissioners**

Commissioners are men and women who are a person point of contact for other coaches. A commissioner will be over each division of the league. Some of the commissioner's responsibilities include, but are not limited to the following:

- A. Communicate with Coaches and Parents
- B. Qualify and Recruit Coaches
- C. Train Coaches
- D. Evaluate Coaches
- E. Oversee and Encourage Coaches

## **XII. Insurance**

Olive Baptist Church assumes no responsibility or liability for any injury that is incurred while participating in the softball, baseball or tee ball programs. Churches are encouraged to secure some type of insurance coverage for their respective teams. Players and spectators participate at their own risk.

## **XIII. Practice**

1. A short devotion is required at each practice. Suggested devotions will be provided by Recreation Ministry at OBC.
2. Teams may opt to practice more than one time per week; however, OBC can only guarantee access to a playing field once per week. OBC teams will have priority in the use of practice fields. Players are not to be penalized for not making extra practices.

## **XIV. General Rules for all Divisions**

1. Teams are guaranteed 7 games, but may be scheduled for more games. <sup>(2012)</sup>
2. In the case of an odd number of teams double headers or weeknight games may be played.
3. All teams will bat the bench. Any late-arrival players will be added to the bottom of the batting order.
4. No player will sit out two (2) innings in a row. Every player who is present and able must participate both on offense and defense.
5. The infield fly rule is in effect for JV divisions only.
6. With the exception of the base coaches, all players, managers, etc. must remain in dugout, on benches, or prescribed areas throughout the game.
7. Playing illegal players or pitchers will result in forfeiture of games in which players or pitchers participate. Should both teams use illegal players or pitchers both teams will be credited with a loss. A youth that is not an approved player on the playing roster is an illegal player.
8. An ineligible player is one who is legally a member of the team but who is ineligible to play or pitch in a particular game or games because of an infraction of the rules, or because of a previous violation or disciplinary action. It is the duty of the manager to keep a record of his players and pitchers.
9. No spectator shall be allowed on the playing field during the play of any game.
10. After one warning per game per player for slinging his bat, the batter will be out, a dead ball called, no runners advance.
11. No adult will be allowed on the playing field during the playing of any game without the consent of the umpires; and no persons except the officially registered players of the team, the manager and the coaches will be allowed on the bench or in the dugout during the playing of any contest.
12. Coaches may not physically touch a base runner while the ball is IN PLAY.
13. Handicapped or special needs for pinch runner must be told to umpire and other team coach at beginning of the game.

Revised January 13<sup>th</sup>, 2012

14. The infield is defined as “the clay area of the playing field.” The outfield begins with the grass.
15. Players in the outfield positions **MUST** begin play with both feet on the grass (the outfield).

# LEAGUES

## I. Tee Ball League Rules

### General Playing Rules

- **Participation**
  1. Teams are co-ed.
  2. All players must have the opportunity to bat each inning.
  3. No player should sit out 2 innings in a row.
  
- **Batting**
  1. Each player shall have five (5) swings of the bat until ball is hit.
  
- **Division Rules**
  1. Pitching rubber is place at 40 ft, bases are at 50 ft.
  2. Official Score: No official score will be kept for these games. For participation purposes only, the keeping an official scorebook is not required.
  3. Whistle starts and stops the play. Play stops when a defensive player has clean possession of the ball.
  4. On defense – the pitcher must stay inside the circle until the ball is hit.
  5. On defense – seven players may take up the infield positions (One on each base, the pitcher, catcher, and two shortstops. A maximum of 4 players shall be in the outfield and must stay on the grass until ball is hit.
  6. On defense – during the game, you may have two coaches on the infield, on each side of second base and one in the outfield.
  7. On defense- The coaches may not physically help or assist the players while ball is in play. This includes the coaches interfering with the ball in any way. In the case of interference an extra base will be awarded to each runner on base.
  8. On offense – the ball will be placed on a stand/tee. It must travel past the 10 ft. line to be considered in play.
  9. On offense – after ball is in play, base coaches cannot touch runners.
  
- **Equipment**
  1. Bat should be “official Tee Ball”.
  2. NO composite bats.
  3. Catchers must wear a helmet and facemask.
  4. Pitchers may wear helmet with facemask.
  5. Olive will provide the tee unless otherwise designated.
  6. Official Tee Ball – Orange

## II. Advanced Tee Ball League Rules

### General Playing Rules

- **Participation**

1. Teams are co-ed.
2. No player should sit out 2 innings in a row.
3. A maximum number of 10 players will be in the field on defense.

- **Batting**

1. Each player shall have four (4) swings of the bat until ball is hit.
2. Team coach will “tee” the ball to begin play.
3. There will be a maximum of seven (7) runs per inning per team.
4. All teams will bat the bench.

- **Division Rules**

1. Pitching rubber is place at 40 ft, bases are at 50 ft.
2. Official Score will be kept for record purposes in the score book. A flip-over score board will *not* be used during games.
3. **Whistle starts and stops the play. Play stops when a defensive player has clean possession of the ball.**
4. On defense – the pitcher must stay inside the circle until the ball is hit.
5. On defense – six players may take up the infield positions. A maximum of 4 players shall be in the outfield and must stay on the grass until ball is hit.
6. On defense – during the game, you may have two coaches in the field of play.
7. On defense- The coaches may not physically help or assist the players while ball is in play. This includes the coaches interfering with the ball in any way. In the case of interference an extra base will be awarded to each runner on base.
8. On offense – the ball will be placed on a stand/tee. It must travel past the 10 ft. line to be considered in play.
9. On offense – after ball is in play, base coaches cannot touch runners.
10. Time will be called by the umpire when requested by an infield position player, in the infield, while in possession of the ball.
11. If the base runner has crossed the commitment line when time has been called they may progress to the next base. If not, the base runners shall return to the last base legally touched when the ball is declared dead or time has been called
12. There will be no ‘cat and mouse’. The base runner must advance or return to the base. If the runner fails to do this, he/she will be called out.
13. Base runners must be in contact with his/her base at the time the ball is hit by the batter (no leading off).

14. Overthrows during plays that leave the playing field, go into a dugout, or in some way become entangled in equipment will result in all runners advancing one base.
  15. The batter / base runner shall only be allowed to advance one base on an overthrown ball to any base.
- **Equipment**
    1. Bat should be “official Tee Ball”.
    2. NO composite bats.
    3. Catchers must wear a helmet and facemask.
    4. Pitchers may wear helmet with facemask.
    5. Olive will provide the tee unless otherwise designated.
    6. Official Tee Ball – Orange

## III. Coach Pitch Minors & Girls Coach Pitch League Rules

### General Player Rules

- **Participation**
  1. No player present may sit out 2 innings in a row.
  2. Girls will play softball. Boys will play baseball.
  3. A maximum number of 10 players will be in the field on defense.
  
- **Batting**
  1. Each player will receive a maximum of five (5) pitches, or three (3) strikes.
  2. No player will be awarded a walk.
  3. No bunting permitted.
  4. If a ball is fouled on a third strike or final pitch, courtesy fouls will be awarded.
  5. There will be a maximum of seven (7) runs per inning per team.
  6. All teams will bat the bench.
  
- **Division Rules**
  1. The pitching rubber is set at 40 ft.
  2. The bases are set at 50 ft.
  3. The infield fly rule is *not* in effect.
  4. The Run Rule will be 15 after 4 innings or 8 after 5 innings.
  5. Time will be called by the umpire when requested by an infield position player, in the infield, while in possession of the ball.
  6. If the base runner has crossed the commitment line when time has been called they may progress to the next base. If not, the base runners shall return to the last base legally touched when the ball is declared dead or time has been called
  7. There will be no 'cat and mouse'. The base runner must advance or return to the base. If the runner fails to do this, he/she will be called out.
  8. The player in the pitching position must have 1 foot in the pitching circle until the ball is hit or in play.
  9. Base runners must be in contact with his/her base at the time the ball is hit by the batter (no leading off).
  10. Overthrows during plays that leave the playing field, go into a dugout, or in some way become entangled in equipment will result in all runners advancing one base.
  11. 2 Defensive Coaches are allowed in the outfield.

12. The batter / base runner shall only be allowed to advance one base on an overthrown ball to 1<sup>st</sup> base unless further attempts to get him/her out are made.

- **Adult Pitcher**

1. Boy's baseball has the option to pitch overhand or underhand. Girls' softball must pitch underhand.
2. If the adult pitcher is hit by, or catches a batted ball, the batter will bat again.
3. If the adult pitcher catches a thrown ball, the umpire will declare the ball dead, and all base runners will return to the last base legally touched.
4. Adult pitchers will remain in the line with the permanent pitcher's plate and second base. Pitchers cannot move their position towards first or third base.
5. The adult pitcher must leave the field once the ball has been hit and is responsible for retrieving the bat.
6. The adult pitcher may not coach the base runners until he (the coach) is out of fair territory.

- **Equipment**

1. Bats     Baseball - "Official Baseball" NO composite bats.  
              Softball - "Official Softball" NO composite bats.
2. Helmets for pitchers are optional
3. Catchers must wear a chest protector, shin guards, facemask and helmet
4. 11" ASA approved, yellow ball for girls.
5. Level 5 RIF baseball for boys.

<b>Summary of Coach Pitch Differences</b>		
<b>Rule</b>	<b>Minor League</b>	<b>Major League</b>
<b>Number of Defensive Players</b>	<b>10</b>	<b>9</b>
<b>Bases</b>	<b>50 Feet</b>	<b>60 Feet</b>
<b>Baseball</b>	<b>Level 5 Baseball</b>	<b>Level 10 Baseball</b>
<b>Defensive Coaches Allowed on Field</b>	<b>2 in Outfield</b>	<b>None</b>
<b>Time Will Be Called by the Umpire</b>	<b>When time is requested by a defensive player in the infield, while in possession of the ball.</b>	<b>When time is requested by a defensive player in the infield, while in possession of the ball AND the lead base runner has stopped his/her advance.</b>
<b>Sliding Rule</b>	<b>NOT In Effect</b>	<b>YES, In Effect</b>
<b>1<sup>st</sup> Base Overthrow Rule</b>	<b>One Base Only – unless more attempts are made</b>	<b>No Limit – multiple bases may be taken on overthrown balls</b>

## IV. Coach Pitch Majors – Boys League Rules

### General Player Rules

- **Participation**
  1. No player present may sit out 2 innings in a row.
  2. A maximum number of 9 players will be in the field on defense.
  
- **Batting**
  1. Each player will receive a maximum of five (5) pitches, or three (3) strikes.
  2. No player will be awarded a walk.
  3. No bunting permitted.
  4. If a ball is fouled on a third strike or final pitch, courtesy fouls will be awarded.
  5. There will be a maximum of seven (7) runs per inning per team.
  6. All teams will bat the bench.
  
- **Division Rules**
  1. The pitching rubber is set at 40 ft.
  2. The bases are set at 60 ft.
  3. The infield fly rule is *not* in effect.
  4. The Run Rule will be 15 after 4 innings or 8 after 5 innings.
  5. Time will be called by the umpire when time is request by a defensive player in the infield, while in possession of the ball, AND the lead base runner has stopped his/her advance.
  6. The ball will remain live until time has been legally called by the umpire. See Rule #5 above.
  7. There will be no 'cat and mouse'. The base runner must advance or return to the base. If the runner fails to do this, he/she will be called out.
  8. The player in the pitching position must have 1 foot in the pitching circle until the ball is hit or in play.
  9. Base runners must be in contact with his/her base at the time the ball is hit by the batter (no leading off).
  10. Any runner is out when he does not slide or attempt to avoid the fielder who has the ball in the proximity of the base and is waiting to make the tag, or he maliciously runs into a fielder.
  11. Overthrows during plays that leave the playing field, go into a dugout, or in some way become entangled in equipment will result in all runners advancing one base.

- **Adult Pitcher**

1. The coach who is pitching MUST pitch overhand.
2. Adult pitchers will remain in the line with the permanent pitcher's plate and second base. Adult pitchers cannot move their position towards first or third base.
3. If the adult pitcher is hit by, or catches a batted ball, the batter will bat again.
4. If the adult pitcher catches a thrown ball, the umpire will declare the ball dead, and all base runners will return to the last base legally touched.
5. The adult pitcher must leave the field once the ball has been hit and is responsible for retrieving the bat.
6. The adult pitcher may not coach the base runners until he (the coach) is out of fair territory.

- **Equipment**

1. Bats – "Official Baseball"
2. NO composite bats.
3. Helmets for pitchers are optional
4. Catchers must wear a chest protector, shin guards, facemask and helmet
5. Level 10 RIF baseball for boys.

## V. Junior Varsity Baseball and Softball

### A. Junior Varsity Baseball League Rules

- **Participation**

1. No player present may sit out 2 innings in a row.
2. Lineups consist of 9 defensive players.

- **Division Rules**

1. Pitching distance is 49 ft bases are set at 70 ft.
2. Each batter will receive a maximum of 4 balls or 3 strikes.
3. All teams will bat the bench.
4. The height of the pitching mound above the level of home plate shall be raised by gradual slope to a height of 8 inches.
5. The strike zone shall comply with major league rules.
6. The infield fly rule is in effect.

The only difference between an infield fly and any other fly is that the batter is out when it is declared, and the ball does not have to be caught. Because the batter is declared out the runners are no longer **forced** to run, but they may run if they wish, at the risk of being put out. If the ball is caught they must tag-up before running, the same as on any fly ball. If the ball is not caught they may run without tagging up, the same as on any fly ball.

If the umpires forget to call an obvious infield fly, the rule is assumed to have been called and the batter is still out.

If a fly ball first lands untouched on foul ground before first or third base and bounces untouched into fair territory, it is an infield fly because it is now a fair ball and the batter is out. If the fly ball first lands untouched in fair territory before first or third and bounces untouched into foul territory, it is just a foul ball.

The Infield Fly is a judgment by the umpire that the ball could be caught with **ORDINARY EFFORT** by a player who was stationed in the infield at the time of the pitch. It is not automatic just because it's a pop-up in the infield.

7. Bunting is permitted.
8. Any runner is out when he does not slide or attempt to avoid the fielder who has the ball in the proximity of the base and is waiting to make the tag, or if he maliciously runs into a fielder.
9. There will be a maximum of seven (7) runs per inning per team.
10. Run rule in effect, 15 after 4 innings or 8 after 5.
11. Base stealing is permitted; runners may advance at their own risk.

12. Dropped third strike rule in effect.

When a third strike is called, or is swung at and missed and the catcher does not make a legal catch, the batter may attempt to reach first base if it is unoccupied when there are less than 2 outs, or even when it is occupied when there are 2 outs. Occupied means it was occupied at the time of the pitch. The fact that the runner attempts to steal does not make the base unoccupied. Time of pitch is defined as the moment the pitcher starts his windup or commits to a pitch to the plate.

To be **legally caught** the ball must be caught in-flight. This means if the catcher catches the ball cleanly on a bounce it is **NOT** a legal catch. Rule 2.00 BALL casebook.

Rule 6.09(b) Comment: A batter who does not realize his situation on a third strike not caught, and who is not in the process of running to first base, shall be declared out once he leaves the dirt circle surrounding home plate.

If the bases are loaded with 2 out and the catcher does not make a legal catch of a third strike, a force play goes into effect because the batter has now become a runner. The catcher may step on home plate to force out the runner from third or tag the batter or throw to any other base.

13. No leading off. Base runners must remain in contact with the base until the pitcher releases the ball.

14. There are no intentional walks.

15. Base runners must return or advance immediately to base when pitcher, while in possession of baseball, steps on rubber.

16. Overthrows during plays that leave the playing field, go into a dugout, or in some way become entangled in equipment will result in all runners advancing one base.

17. There shall be an out recorded for a missing 9<sup>th</sup> batter for a team that starts a game short of a full line-up.

● **Pitching**

1. The home club must have their pitcher warmed up and ready to pitch after eight (8) warm up pitches, or two (2) minutes, immediately after the umpire notifies the teams to play ball.
2. Any coach who calls time and goes on to the playing field more than once (1) in one inning per pitcher (not game) to talk to a player or players, will be required to remove the current pitcher. He may return to the mound after the side has been retired if eligible.
3. A pitcher can pitch in consecutive games in the same day if he does not violate any of the following rules.
  - a. Any pitcher playing in the same game may return to the mound one time.
  - b. If a game is delayed for any reason, he may be allowed to continue. **WARNING: DO NOT VIOLATE ANY PITCHING RULE OR RE-ENTRY RULE.**
  - c. An inning is interpreted to mean the following. If a pitcher pitches to one (1) batter and is removed from the pitching mound before he is retired, he is only charged with one-third (1/3) of an inning. If he is removed after retiring one (1) batter but after he has pitched to the next batter he is charged with two-thirds (2/3) of an inning. If he is removed after he has retired two (2) batters and has pitched one (1) pitch to the next batter, he is charged with one (1) complete inning.
  - d. If a pitcher pitches beyond his allotted innings per game, per day, per week or per tournament because of a double or triple play, there is no penalty. (He was legal when the pitch was made). The pitcher will be removed after the outs are made.

- e. When a pitcher is turned in on a line-up card he is the pitcher of record and must dispose of a batter before he can be replaced or substituted for and he will be charged with a minimum of 1/3 of an inning. Any player who toes the rubber and takes a warm-up pitch to begin an inning will be the pitcher of record for that inning and be charged with a minimum of 1/3 of an inning, and he must dispose of a batter before he can be replaced or substituted for . (unless the pitcher is injured).
- f. A pitcher is **allowed 8 innings** each week.
- g. If any pitcher pitches three (3) full innings and then throws to another batter in the same game or day, he will not be eligible to pitch until he has had 48 hours rest, beginning with the time he leaves the pitching mound as a pitcher.
- h. If a pitcher pitches no more than three (3) full innings in any day, he may be used on as many consecutive days as desired provided he does not exceed the 8 inning rule. (12 in tournament play).
- i. A pitcher is limited to seven (7) innings in a game or day. No pitcher may pitch over seven (7) innings in a day. (DO NOT VIOLATE ANY PITCHING RULES) If a pitcher pitches one (1) pitch over three (3) innings, he will be required to rest for forty-eight (48) hours. If there is a second game in the same day, he will be ineligible to pitch if he has pitched over three (3) innings in his first game. If the game has been delayed until the next day and he has pitched more than three (3) innings, he will be required to rest forty-eight (48) hours before returning to the mound beginning at the time he left the mound. Under the re-entry substitute rule a pitcher may be replaced on the mound during any part of the game and return to the mound one (1) time. EXAMPLE: A pitcher may pitch and be replaced with a substitute and then return to the mound one time as a pitcher. Applies to same game only. (Once a pitcher has pitched one pitch over three (3) innings and leaves the mound he may not return as a pitcher until he has had forty (48) hours rest.) (All pitching applies to that game regardless of the delay.)
- j. If a pitcher, after coming in contact with the pitching rubber, with runner(s) on base, feints a throw to home plate, a balk will be called, with no one on base a ball will be called.
- k. No player who pitches on a school, travel, or community league team may pitch in this league.

- **Equipment**

- 1. Bat- official baseball up to 2 5/8" in diameter.
- 2. NO composite bats.
- 3. It is recommended that all players wear athletic supporters.
- 4. Any player warming up the pitcher must wear a mask and a cup while in the down or crouched position.
- 5. A first (1st) baseman's mitt may be used by the first (1st) baseman and the catcher only.
- 6. Catchers must wear a chest protector, shin-guards, throat protector, helmet with facemask, protective cup, and use a catcher's mitt.
- 7. Official Baseball.

## B. Junior Varsity Softball League Rules

### General Playing Rules

- **Participation**

1. No player present may sit out 2 innings in a row.
2. Line-up consists of 9 defensive players.

- **Division Rules**

1. Pitching rubber distance is 40 ft. Bases are set at 60 ft.
2. Each batter will receive a maximum of 4 balls or 3 strikes.
3. All teams will bat the bench.
4. Courtesy fouls will be awarded on third strike.
5. Bunting is permitted.
6. Players will pitch. Pitch must be made underhand. No windmill wind up is permitted.
7. Pitching is a "modified" pitch. A flat, quick pitch is permitted. No windmill.
8. The strike zone is a three-dimensional space which covers the irregular area of home plate and spans the height from the batter's knees to armpits when he or she is in her natural hitting stance.
9. The infield fly rule is in effect.

The only difference between an infield fly and any other fly is that the batter is out when it is declared, and the ball does not have to be caught. Because the batter is declared out the runners are no longer **forced** to run, but they may run if they wish, at the risk of being put out. If the ball is caught they must tag-up before running, the same as on any fly ball. If the ball is not caught they may run without tagging up, the same as on any fly ball.

If the umpires forget to call an obvious infield fly, the rule is assumed to have been called and the batter is still out.

If a fly ball first lands untouched on foul ground before first or third base and bounces untouched into fair territory, it is an infield fly because it is now a fair ball and the batter is out. If the fly ball first lands untouched in fair territory before first or third and bounces untouched into foul territory, it is just a foul ball.

The Infield Fly is a judgment by the umpire that the ball could be caught with **ORDINARY EFFORT** by a player who was stationed in the infield at the time of the pitch. It is not automatic just because it's a pop-up in the infield.
10. Dropped third strike rule is NOT in effect.
11. Base stealing is permitted.
12. No leading off. Base runners must remain in contact with the base until the ball crosses the plate.
13. There are no intentional walks.
14. Base runners must return or advance immediately to base when pitcher, while in possession of softball, steps on the rubber.
15. Overthrows during plays that leave the playing field, go into a dugout, or in some way become entangled in equipment will result in all runners advancing one base.
16. Any runner is out when she does not slide or attempt to avoid the fielder who has the ball in the proximity of the base and is waiting to make the tag, or if he maliciously runs into a fielder.
17. There will be a maximum of seven (7) runs per inning per team.

18. There shall be an out recorded for a missing 9<sup>th</sup> batter for a team that starts a game short of a full line-up.
19. Run rule in effect – 15 after 4 innings or 8 after 5 innings.

- **Equipment**

1. Bat – “Official Softball”. Fast pitch bats are acceptable.
2. NO composite bats.
3. Helmets for pitchers are optional.
4. Catchers must wear a chest protector, shin guards, facemask and helmet
5. 12” ASA yellow ball.

## VI. Varsity (coed) Softball League Rules

### General Playing Rules

- **Participation**

1. All players present must play at least two full innings on defense.

- **Division Rules**

1. Pitching distance is 46 ft bases are set at 60 ft.
2. Each batter will receive a maximum of 4 balls or 3 strikes , no extra fouls.
3. Commitment line in outfield is set at 150 ft. Fielders must remain behind line until ball is hit, only if female at bat.
4. There will be a maximum of seven (7) runs per inning per team.
5. Run rule in effect; 15 after 4 innings or 8 after 5.
6. Co-Ed rules: Males and Females must alternate in the batting order. If there are an unequal amount of males and females:
  - a. More males than females: All additional males must substitute on a male for males basis.
  - b. More females than males: All additional females will be distributed through the line alongside other girls.
    - I.E. a team with 6 girls and 4 boys will bat as follows: boy, girl, girl, boy, girl, girl, boy, girl, girl, boy, girl, girl
7. All substitutions must be made known to the umpire and scorekeeper at the time of the substitution. Note: if a male bats first, a male cannot be the last batter.

- **Equipment**

1. Bat- "Official Softball". Fast pitch bats are acceptable.
2. Helmets for pitchers optional
3. Catchers must wear a face mask and helmet
4. 12" ASA, white game ball.

## **VII. Adult Softball Bylaws**

1. All teams must abide by all rules established by Escambia Parks and Recreation or league they be participating.
2. All Olive Teams must be submitted by the OBC Recreation Ministry.
3. All players must be ambassadors for Christ and Olive in conduct, attitude, and character.
4. All players must be registered with the ROC, signed liability waivers, and submitted all required fees to be considered an eligible player. Any game played with illegal players should be considered a forfeit. Pick-up players should be approved through the ROC before any attempt to play on an Olive team.
5. The conduct rules under section IV of the general information of this document apply to the adult league.
6. No media, web page, blogs, forums, etc. should bear the Olive name or logo without permission.
7. Practice on the OBC Sports Complex should be organized with the Team Sports Director.
8. All grievances should be reported to the Director of Recreation Outreach in a timely manner.
9. Any Olive team desiring to compete in a tournament must first obtain permission from the Director of Recreation Outreach. A tournament team roster must be submitted before approval will be granted.
10. In order to compete on an Olive tournament team you must have competed in regular season play on an Olive team, and have a good character reference from the Olive coach.