



# General League Rules

Apply to ALL Age Divisions

## General

1. The Rules Committee (ORBA President & Umpire Director) has the authority of the board to change, remove or modify any of the league rules. The Board of the Directors does not have the power to veto a rule from the Rules Committee and cannot vote on a rule change. No rule will be created, modified, or re-worded during the season, unless for clarification or safety reasons.
2. All rule questions and interpretations are to be directed to ORBA's Umpire Director. The Umpire Director has final interpretations on all rules.
3. Head Coaches may only question actual rules and their enforcement. Coaches may not question or argue any judgment calls. Any coach arguing any call or questioning judgment calls may be given a warning or ejected from the game. Arguing calls in any raised voice or body language is strictly prohibited (coaches may only ask why an umpire made a ruling or show a rule that the umpire(s) call was incorrect).
4. The Head Coach is the only person on a team that may question a call with an umpire. Any other coach, fan, player, or parent that questions a call or approaches an umpire will not be allowed. Arguing with an umpire can result in an ejection from the game (without warning). Fans and parents are also not allowed to be on the playing field.
5. Any protest must be filed in accordance with the procedure given in the By-Laws. The Manager who wishes to file a protest must attempt to contact the Umpire Director during the game if contact cannot be made, the protest must be given to the leagues Umpire Director by midnight of the day the game took place, the fee (\$25) must also be turned in to the league's Game Operations. The Umpire must also be notified at the time when they are officially protesting a game. The Umpire Director will then decide to approve or deny the protest(s). If protest is allowed, the game will be resumed from the exact point at which the infraction occurred.
6. Managers and coaches cannot umpire in any game in which their team is involved (allowed in T-Ball). If the umpire fails to show up for a game, a parent can volunteer to step in and, "play ball"!

## Gameplay

1. A playing team shall consist of no less the seven (7) players (unless stated otherwise). Inability will result in automatic forfeiture.  
\*In T-Ball the teams will balance players and will still play a game.
2. A Regulation Game consists of (6) innings, (5) innings for T-Ball. \*Exceptions: Mercy forfeit, weather, or darkness where 4 innings (3 ½ if home team is ahead) constitutes a complete game.  
\*Machine Pitch cannot play extra innings.
3. Home team is the official score keeper.
4. A Called Game is 3 innings (2 1/2 if home team is ahead) in Machine Pitch. If the required innings are not completed the game shall be recorded and played from point where game was called. Exception: if any time limit is reached then the game will become official.
5. Games shall start as scheduled unless the Game Operations changes the date and/or time. Time limits will start from scheduled time (not actual start time). Forfeit time is fifteen (15) minutes past game time.



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6. During regular season No inning shall start after 8:30pm. An inning may start after 8:30pm for a playoff game if the Umpire Director agrees to continue the game. In the event that they do not agree the playoff game will be suspended and will start the next inning with the score set at the same as the suspended game. The pitching rules will still apply that were in place at the start of the game. \*Games may be called in the event of darkness.
7. Umpires may call games because of bad weather, lightning, or other bad conditions, either prior to start of a game or during the game. The League Umpire Director has the final say in calling off games. All weather delays will be 15 minutes from sight of lighting, heavy rain, or severe weather conditions. Games that are cancelled during a game will resume at the point where they were stopped for the weather. Any player that was missing from the original game may play in the make-up game and must bat at the bottom of the order.
8. Make-up games should be played within one week. This is due in part to pitcher eligibility. No team can play 4 games in one week during the regular season unless approved by umpire director for make-up games.
9. All players on the team must bat.
10. In any one inning a team's time at bat will be considered complete after play has been completed in which the tenth batter has completed his at bat or (3) outs completed
11. Players cannot be moved from one team to another team or division after the draft night or the uniform order is submitted (whichever comes first) unless for medical reasons (injury status must be approved by ORBA President).
12. Each player must play at least (9) outs in the field and have at least (1) time at bat in each game, assuming the game lasts the full number of innings. Players must also play at least in (2) different positions. \*For T-Ball, every player must play at least one infield position. \*Coaches must get approval from the Umpire Director if they wish to play a player less than the amount above.
13. Teams may only use players on the team's roster. Teams may not use any other child to play for the team. This includes using a player from another team and/or division. Violation of this rule will result in the head coach being removed from his coaching position.
14. Any participant (player or coach) who appears to have suffered a head injury or concussion shall immediately be removed from the game. The participant may not return to that game and may only return to future games after being cleared by a licensed health care professional. The player will not be called out on any future at-bats in that game. Failure to comply with this rule will result in disciplinary actions.
15. No hit training devices may be used on or around the field of play during games. This includes any team that arrives early for the second game (they may only use hit training devices after the first game has ended).
16. Catchers may not block the plate or base path without first getting possession of the baseball.
17. Umpires may remove a pitcher from pitching at any time if they view it is in the pitcher's or other player's best interest.



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## Equipment & Uniforms

### 1. Legal Bat Size

ORBA ONLY ALLOWS WOOD, USABASEBALL OR BBCOR CERTIFIED BATS

\*USSSA bats are NOT allowed to be used in any division.

- a. Diameter 2 5/8" or less
  - b. Length - 36" or less
  - c. No Weight Restrictions
  - d. No Composite Bats (NO exceptions, if the bat has any composite features it is not allowed).
  - e. No composite features (Kevlar, unequal technologies (Marucci Team Series) are not allowed to be used in a bat of any kind.
  - f. The brand, measurements, weight, and other features must be completely visible for inspection.
  - g. Only bats meeting the USA Baseball or BBCOR certification standards are allowed. The exception of the following BBCOR bats Axe Avenge and Marucci CAT5 33inch model these bats ARE NOT ALLOWED.
  - h. All USA Baseball bats must bear the new licensing mark and all BBCOR bats must have the BBCOR certification mark, no stickers will be accepted
2. Players must wear uniforms and hats approved by ORBA Baseball.
  3. Jackets and sunglasses may be worn (except for the pitcher).  
\*Pitchers may only wear prescription sunglasses with approval and/or written documentation.
  4. Pitchers cannot wear white long sleeve undershirts or any jewelry.
  5. Players must wear a helmet when in the "on deck" circle. If a player enters the "on deck" circle without a helmet, time will be called and a helmet will be put on the player.
  6. Players must wear helmets while running the bases. Any runner, who, in the umpire's judgment, intentionally removes his helmet while the ball is in play, shall be called out and may be given a warning.
  7. Batters will not be called out if they step into the batter's box without wearing a batting helmet. Time will be called and a helmet will be put on the player.
  8. Catchers must wear protective headgear, mask, body and leg gear, and male catchers must wear a cup (No cup will be required for T-Ball).
  9. Any defective equipment such as a cracked helmet or bat must be removed from the game. Contact Equipment Director for any equipment that needs to be replaced.
  10. Metal cleats may not be worn during any ORBA activity (practice, picture day, fund raisers, or games). Only Plastic cleats may be worn. If a player on the field is found to be wearing metal cleats at any time, play will stop and will not continue until they have been replaced with plastic cleats or some other shoes. If the player has no other shoes to wear, he will not be allowed to continue playing in the game. It is possible to forfeit a game under this rule.



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## Conduct

1. The intentional throwing of helmets, bats, or other equipment will not be tolerated. Any player violating this rule may be given a warning and continued actions could result in an ejection.
2. Players will not be encouraged to call other player's names, other than their proper first name or their position title. Example: Pitcher, catcher, batter, etc. Chanting towards an opposing batter is not allowed (i.e. no hey batter, batter chant).
3. No noisemakers allowed on field or bleachers (whistles, air horns, megaphone, etc.).
4. The umpire may eject a parent or coach in the event of excessive and/or continuous verbal abusiveness. Or may give warning to the manager of the offending team that the game may be forfeited if the abuse does not cease. If the abuse continues, the game will be forfeited to the opposing team by a score of 6-0. The umpire must then submit a written report to the Umpire Director within 48 hours. The report must then be forwarded to the Disciplinary Committee.
5. No alcoholic beverage or smoking will be permitted near or on the playing field. After warning, the umpire may temporarily suspend play, or call or forfeit the game, depending on his judgment and assessment of the situation. A written report must be submitted to the Umpire Director within 48 hours if the game is called or forfeited. The report must then be forwarded to the League President.
6. If anyone, player, manager, or coach, is ejected from the game, the umpire must report the circumstances to the Umpire Director. The Umpire Director will keep a record of the person, date, and the cause of the ejection, and can eject the offender from the next game. No player may be ejected from the game without first a warning, except in the event of physical or verbal abuse.
7. The Disciplinary Committee may suspend any Board Member, manager, coach, or player, for a period of up to fourteen (14) days for ejection or flagrant violation of regular League Rules (excessive rule violation or Coaches Code of Conduct can result in more time), in which a rule has been broken (some violations may result in a life time ban). If the appropriate director is involved in the conflict, they will be replaced in the committee by the League Vice President. Second violations must be at least a 14-day suspension and can range up to a life time ban. If a third infraction occurs the offender will receive a life-time ban if found guilty by the rules committee. The Game Operations has the right to suspend the offender until a hearing is complete and can suspend a player, coach, or parent for up to 2 games (Game Operations can choose the suspension method, and it could be longer than 2 games). The disciplinary committee has the right to suspend any above-mentioned member for any action or motive that falls outside of these rules, if they determine it does not support ORBA.