



OPRD BASEBALL LEAGUE RULES AND INFORMATION



Updated 9/3/25

All rules will encompass all leagues unless otherwise specified

League Enrollment and Administration

- Only individual registrations will be accepted. Participants will sign up for the grade they will be enrolled in in school for the current academic year
 - All players must currently be registered and only play for one team in the OPRD Baseball program. Using an illegal player will result in forfeiture of the game.
 - There will be no call-ups, guest players or non-rosters fill ins allowed
- Participants will be grouped together based on if they request a particular coach during sign ups as 1st priority. Those who do not have a coach prior to signing up will be paired together by proximity. Players may be added to your roster if your team does not have the minimum of 11 players registered.

Scheduling

- Games will be played at Prairie Center Park, Oregon Trails Park, and Two Trails Park. Game locations will be determined by grade level.
- If you have questions about if a game will be held due to inclement weather you will check the rainout line at this [link](#) or by calling (913) 204-0858 Ext 2. The instant that we have made that determination playability that line will be updated.
 - Coaches will decide if they want to hold practices or not on their own and the rainout line will not be utilized.
- OPRD has implemented a heat policy for all youth baseball games. Games may be modified during extreme heat. For further information on the heat policy please refer to the OPRD web site.

Equipment and Uniforms

- No metal spikes.
- Uniforms are provided by the league for PreK-1st grade only. 2nd grade and up must provide their own uniforms.
- Equipment is provided by the league for PreK-1st grade only. 2nd grade and up must provide their own equipment. Coaches may reach out to league administrators if they need assistance in ordering or obtaining equipment.

- Players will be required to wear identical uniforms consisting of a hat, jersey with a number (no cut-off sleeves), baseball or sweatpants (no shorts or jeans) and socks. Players not in proper uniform will not be allowed to participate.
- Teams are not allowed to use training devices such as hitting sticks inside the fences during play. Teams should only use training devices on the field during warm-up time, before the game, or between innings.
- Bat specifications
 - i. OPRD will follow the USSSA Baseball Bat rules
 1. <https://ussa.com/baseball/baseball-baseball-bat-marks/>
 - ii. Wooden bats may not be used.

Gameplay

Field Specifications

- Home team will occupy the first base dugout. Away team will occupy the 3rd base dugout

TBall and Coach Pitch	Machine Pitch	3rd Grade	10U
<ul style="list-style-type: none"> • Baselines- 60' 	<ul style="list-style-type: none"> • Baselines – 60 feet • Pitching rubber to home plate- 44 feet • Machine speed- 1st-34 MPH • 2nd- 36 MPH 	<ul style="list-style-type: none"> • Baselines – 65 feet • Pitching rubber to home plate- 46 feet • Home plate to Second Base- 84 feet 10 inches 	<ul style="list-style-type: none"> • Baselines – 70 feet • Pitching rubber to home plate- 50 feet 6 inches • Home plate to Second Base- 99 feet

Batting order, Defensive Alignment, Substitutions, and Minimum Play Rule

Batting Order

- All players in attendance at the game will bat using a continuous batting order. Late arriving players or those in attendance for a suspended game who were not at the original game should be added to the end of the batting order.
- A team may play with 8 players; however, a forfeit will be called if a team only has 7 players.
- If a player must leave the game for any reason an out will not be assessed. The players spot in the lineup will be skipped without penalty unless the team drops below the 8-player minimum.
 - In that instance, an out would be recorded in the leaving players' spot in the lineup.
 - The 9th spot in the lineup will be an automatic out if a team starts with 8.
- An official batting order should be exchanged between head coaches at the plate meeting.

- Starting lineup must be written out and exchanged prior to the start of the game.
 - Both teams will notify each other immediately of substitutions, and make sure changes are noted correctly in both teams' scorebooks.
 - All substitutions are to be made between innings or during time outs.
 - Starting lineup must include the full team roster.
 - In order to be official the lineup must include every player's first name, last name, number, and a Pitcher eligibility chart

Defensive Alignment

- PreK and K leagues may have all players in attendance on the field while on defense.
- 1st grade and up may have 10 players in defensive alignment.
 - If a team has 10 players on defense, 4 of the players must be in outfield alignment on the outfield grass. No more than 6 defensive players may be on the infield dirt. This includes the infield-to-outfield apron. Umpires have final say on if the defense is in correct alignment.

Baserunning Substitutions

- At any time the catcher or pitcher becomes a base runner, a courtesy runner may be used. The player being ran for must be the catcher or pitcher of record from the previous half inning. The courtesy runner shall be the player who made the last batted out.
- If a base runner is injured the runner shall be the last batted out. Any injured player that cannot run the bases must be removed from the game and may not reenter. No player may start a game injured with the intention of having someone else run for him/her.

Defensive Substitutions

- There will be free defensive substitutions from inning to inning. Once an inning has begun, defensive teams are still allowed to substitute players and switch defensive positions.
 - The lone exception when it comes to pitchers. A player who has pitched during the current game may not return to the mound once removed.

Mandatory Play Time

- Coaches are allowed to use one of the following options.
 - Option #1 - No player may sit out two consecutive defensive innings.
 - Option #2 - See below.

Game Length	Minimum innings required to play per game
3 Innings	Must play 1 inning
4 Innings	Must play 2 innings
5 Innings	Must play 2 innings
6 Innings	Must play 3 innings

- If a coach chooses option #2 all players must enter the game by the third inning.
- Coaches may not use play time as a form of incentive or punishment.
 - Coaches who do not adhere to the minimum playing time rule will be contacted by league administrators following the first offense.
 - Subsequent violations will result in suspension up to and including removal from coaching with OPRD.

Baserunning

Leading off, Stealing, and Passed Balls

TBall and Coach Pitch	Machine Pitch	3 rd grade	10U
<p>-Runners will move one base at a time.</p> <p>-No outs are recorded</p>	<p>-There are no leadoffs and no stealing</p> <p>-A runner may not leave the base until the ball is hit.</p> <p>-Leaving the base early will result in the play being ruled dead and the runner being called out</p> <p>-There will be no runner advancement on passed balls, wild pitches or dropped third strikes.</p> <p>-Runners may advance a maximum of one base on an infield over throw at their own risk.</p> <p>-If the ball leaves the field of play, the runner will be awarded the next base</p> <p>-Play is dead once a ball hit to the outfield is secured by an infielder.</p> <p>-A runner who is more than halfway between bases may continue to the next base. Runners less than halfway will be asked to return.</p> <p>-This is a judgement call by the umpires and are not subject to argument.</p>	<p>-There are no leadoffs and no stealing in 3rd grade</p> <p>-A runner may not leave the base until the ball is hit.</p> <p>-Leaving the base early will result in the play being ruled dead and the runner being called out</p> <p>-There will be no runner advancement on passed balls, wild pitches or dropped third strikes.</p> <p>-Runners may advance a maximum of one base on an infield over throw at their own risk.</p> <p>-If the ball leaves the field of play, the runner will be awarded the next base</p>	<p>-Leadoffs are permitted</p> <p>-Stealing is permitted at the runner's own risk</p> <p>-Advancement on dropped third strikes is permitted at the runner's own risk.</p> <p>-Runners may advance at their own risk on passed balls or wild pitches</p> <p>-Runners may advance a maximum of one base on an infield over throw at their own risk. This includes catcher to base throws.</p> <p>-If the ball leaves the field of play, the runner will be awarded the next base.</p> <p>-Balks will not be called</p>

Pitching -3rd grade and Up

Pitch Limits and Guidelines

- OPRD will follow the MLB Pitch Smart guidelines for youth pitchers
 - The full set of guidelines can be found here: <https://www.mlb.com/pitch-smart/pitching-guidelines>
- Teams must keep an accurate and official record of the pitch count including at least the player's name, number, day and date of games pitched, and number of pitches thrown.
 - Team managers will meet before the game to learn of each other's available pitchers, and at the completion of the game, the managers, or their scorekeepers, will meet to update and co-sign each team's chart.
 - Failure to produce the proper documentation will result in a player's disqualification for pitching until a proper timeline can be established.
- Pitch limits by age will follow the table below.

Age	Daily Max	0 Days Rest	1 Days Rest	2 Days Rest	3 Days Rest	4 Days Rest
3 rd	75	1-20	21-35	36-50	51-65	66+
10U	85	1-20	21-35	36-50	51-65	66+

- Focus on athleticism, physical fitness, and fun
- Focus on learning baseball rules, general techniques, and teamwork
- Do not exceed 60 combined innings pitched in any 12 month period
- Take at least 4 months off from throwing every year, with at least 2-3 of those months being continuous
- Make sure to properly warm up before pitching
- Set and follow pitch-count limits and required rest periods
- Avoid throwing pitches other than fastballs and change-ups
- Avoid playing for multiple teams at the same time
- Avoid playing catcher while not pitching
- Players should not pitch in multiple games on the same day
- Play other sports during the course of the year
- Monitor for other signs of fatigue
- Pitchers once removed from the mound may not return as pitchers

- No pitcher shall appear in a game as a pitcher for three consecutive days, regardless of pitch counts

Adult Pitcher – 3rd Grade Only

- Player-pitcher will pitch to each batter until the batter has completed a regulation at bat. If the batter receives a base on balls, he will remain at the plate and the adult-coach/pitcher will pitch up to an additional three pitches. At this point, if the batter has not reached base, he will be out.
 - If batter is hit by a pitch thrown by the player-pitcher the player-batter (Not Coach) will be given the option to either have the adult coach-pitcher pitch up to an additional three pitches or take first base.
 - If the batter is unable to continue to play, he will return to the dug-out, and the next batter in the order will come to the plate with a new count. The injured player will be skipped in the order without penalty and may return to the game at any time and will hit in his original batting order.
- Pitcher-coach must maintain contact with the pitcher's mound on delivery of the pitch.
- Balls and strikes will not be called while an adult pitcher is on the mound

Player Pitcher

- Pitchers must maintain contact with the pitching rubber while delivering the pitch
- Pitchers may only wear glasses/sunglasses if they are required to by prescription. Umpires will have the authority to have the pitcher remove any NON-prescription glasses, sunglasses (mirror/reflective) in question.
- Pitchers should avoid wearing a white shirt under their jersey. If they do, then they must roll the sleeves up above the elbow or will be asked to remove the undershirt.

Mound visits and removing a pitcher

- A manager or a coach can make only one trip to the mound per pitcher in any one inning without removing that pitcher. The second trip will result in the removal of that pitcher. Anytime coach or manager proceeds across the foul lines or has a conference with another player for the purpose of relaying information to the pitcher, it will count as a "trip to the mound."
- Any player-pitcher who hits three batters in one inning by pitches, will be removed from the game as a pitcher but may play another defensive position.

Strike Zone, Balk, and Pickoffs

- No balk will be called in any league for Fall
- Balls and strikes will be called only while the player-pitcher is pitching. The strike zone shall be that area over home plate, to include the black beveled edge on the outside, and the black beveled edge plus a ball's width on the inside, which is from under the chin to the top of the knees when the batter assumes a natural stance. The umpire shall determine the strike zone according to the batter's natural stance when the batter swings at the pitch.

- There will be no advancing on a dropped third strike until 10U
- There is no leading off by baserunners therefore there will be no throwing to bases by the pitcher prior to delivering the pitch until 10U
- Pitchers may begin from the wind up or stretch

Other Pitching Rules and Guidelines

- When a starting pitcher takes his position at the beginning of the game, or when a relief pitcher enters, he shall be permitted to pitch no more than 6 warm up pitches to his catcher. Any returning pitcher shall be permitted to pitch a maximum of 4 warm up pitches
- Pitchers must maintain contact with the pitching rubber while delivering the pitch
- Pitchers may only wear glasses/sunglasses if they are required to by prescription. Umpires will have the authority to have the pitcher remove any NON-prescription glasses, sunglasses (mirror/reflective) in question.
- Pitchers should avoid wearing a white shirt under their jersey. If they do, then they must roll the sleeves up above the elbow or will be asked to remove the undershirt.

Game Timing

- The home team will keep the official score of the game
- A regulation game will be 6 innings or time limit. Whichever comes first.

TBall and Coach Pitch	Machine Pitch	3rd Grade	10U
<i>Time Limit Rule</i> -60 minute games	<i>Time Limit Rule</i> -No inning may begin beyond 75 minutes. <i>Termination Rule</i> - A game will be called once the max game time reaches 1 hour 30 minutes (90 minutes). An at bat in progress may finish.	<i>Time Limit Rule</i> -No inning may begin beyond 75 minutes. <i>Termination Rule</i> - A game will be called once the max game time reaches 1 hour 30 minutes (90 minutes). An at bat in progress may finish.	<i>Time Limit Rule</i> -No inning may begin beyond 105 minutes. <i>Termination Rule</i> - A game will be called once the max game time reaches 2 hours (120 minutes). An at bat in progress may finish.

- An inning is considered complete after 3 outs or 5 runs have scored. Whichever comes first.

- An inning is considered “started” immediately following the final out or run of the previous inning
- In the event of a weather or other factor causing the game to be called early, the game is considered official once either 3 innings are completed or 1 hour of game time has passed. If neither of these parameters are met, the game will be suspended and pick up at the stopping point at a later time.
 - If a game is terminated due to weather after becoming a regulation, game, while an inning is in progress, any runs scored that inning or fraction thereof will not count. The final score shall revert back to the last completed inning or last completed ***full inning***.
- If an inning may be started or has started prior to the time limit rule, the Manager of the trailing team at his option may "concede" the game prior to or during the inning, regardless of who is at bat. The "trailing" Manager shall so notify the umpire that they wish to conclude the game under the "concession" rule. The game shall be treated as a completed game

○ **Time Limit Rule**

- No new inning shall start after time limit has been called.
- *The game will end if:*
 - immediately in the T-ball and Coach Pitch. If a player is at bat, please complete the at bat.
 - If the run differential between the two teams is six or more runs in the 1st grade and up.
- *The game will continue to the completion of the current inning in 1st grade and up:*
 - If the run differential between the two teams is five or fewer runs until the inning has been completed and a winner has been determined.
 - Until termination time at which time the score reverts back to the previously completed inning, even when that results in a tie game.

Scoring and Rule Rules

- 5 runs maximum per inning (an at bat).
- A game will be concluded when one team is ahead of the other by 15 runs after 3 innings, 12 runs after 4 innings, or 8 runs after 5 innings.
- Forfeits-
 - A game will be automatically called a forfeit if a team is unable to start with 8 players or, at any time during the game, drops below 7 available players.
 - Any forfeiture will be recorded as a 6-0 score in favor of the eligible team.
 -

Codes of Conduct and Ejections

- Codes of Conduct must be adhered to at all times by coaches, players, parents, and spectators. The umpires and staff will have complete authority to enforce good sportsmanship.
- Head coaches will be responsible for the conduct of their assistant coaches, players, and fans.
- Chatter or chanting of any kind must be positive in nature and may not be directed at an opposing individual or team.
- No artificial noise makers will be allowed (i.e. vuvuzelas, cowbells, horns, etc.).
- Walk up music is permitted if kept at an appropriate volume and content. Music must cease once the batter enters the box. Umpires and Site Supervisors have final authority. They can ask the music to be turned down or ceased.
- A player or coach who intentionally throws a piece of equipment may be subject to ejection.

<u>Coach Code of Conduct</u>	<u>Parent Code of Conduct</u>
1) Coach for the love of the game and the love of the athlete. 2) Treat every member of your team with the same respect, encouragement, and care that you do your own child. 3) Utilize resources provided by OPRD to grow your coaching repertoire. Such as: attending meetings, taking online classes, obtaining certifications, etc. 4) Put the welfare of your athletes above winning. 5) Accept and abide by the judgment of the officials and rules of the game as “mutual agreements” required to play within the spirit of the game. 6) Reward effort and behavior and not outcome. 7) View mistakes as teachable moments instead of punishable offenses 8) Lead with character and by example. 9) Put the needs of the team ahead of any individual. 10) Constantly work to improve your knowledge and ability to teach the game and the athletes. 11) Be willing to confront incorrect behavior or less than all-out effort in a positive and encouraging manner 12) Encourage multi-sport participation. 13) Keep the game simple and fun. 14) Be willing to work with parents for the benefit of the individual athlete. 15) Develop a positive coaching style. 16) OPRD has a zero-tolerance policy regarding foul, abusive, or intimidating language as well as threats of any kind made toward players, coaches, or staff. Failure to comply with this can lead to immediate ejection from the activity and further action up to and including a meeting with OPRD administration, Sports Advisory Committee, temporary suspension, and permanent suspension from OPRD activities. 17) Failure to adhere to any and all of the above guidelines can result in my removal from a game, practice, or other event	1) I will encourage good sportsmanship by demonstrating positive support for all players, coaches, and officials at every game, practice, or other youth sports event. 2) I will place the emotional and physical well-being of my child ahead of a personal desire to win. 3) I will support a safe and healthy playing environment for all children. 4) I will support coaches and officials working with my child, in order to encourage a positive and enjoyable experience for all. 5) I will acknowledge all youth sports events are drug, tobacco, and alcohol free environments and I will refrain from their use at all games, practices, and other youth sports events. 6) I will remember that the game is for youth - not for adults. 7) I will do my very best to make youth sports fun for my child. 8) I will help my child enjoy the youth sports experience by doing whatever I can, such as being a respectful fan, assisting with coaching, or providing transportation. 9) I will ask my child to treat other players, coaches, fans, and officials with respect regardless of race, sex, creed, or ability. 10) OPRD has a zero tolerance policy regarding foul, abusive, or intimidating language as well as threats of any kind made toward players, coaches, or staff. Failure to comply with this will lead to immediate ejection from the activity and further action up to and including a meeting with OPRD administration, temporary suspension, and permanent suspension from OPRD activities. 11) Failure to adhere to any and all of the above guidelines can result in my removal from a game, practice, or other event.

- **Interactions with Umpires and Staff**

- Coaches are not allowed to discuss a judgment call with an umpire. Any discussion of a judgment call could be grounds for immediate ejection.
- If an immediate rule clarification is required, the coach, in a professional manner, may ask for a time out and ask the umpire for a rule clarification. If the coach is not satisfied with the rule clarification, they can request to ask the field supervisor.
- Harassment of umpires will not be tolerated and will be cause for immediate ejection.

- **Ejections**

- Anyone ejected from a game must leave the complex immediately. Warnings may or may not be given based upon the severity of the actions. Umpires and Site Supervisors have final say on ejections and their decision is final and must be complied with. Those serving a suspension may not attend the game(s) for which they are serving a suspension. If the ejected or suspended individual refuses to leave the complex in a timely manner, the game will be stopped and a trespassing call will be made to the Olathe PD. Game time rules will still be in effect.

- ***Player, Coach, Parent or Fan ejection***

- First ejection – suspended for the next game.
 - Second ejection – suspended for the next two games and appearance before the Advisory Committee may be required.
 - Third ejection – suspended for a minimum of three games and mandatory appearance before the Advisory Committee