



**TBALL
SOFTBALL
BASEBALL**

RULEBOOK

2025

CITY OF ESCALON RECREATION

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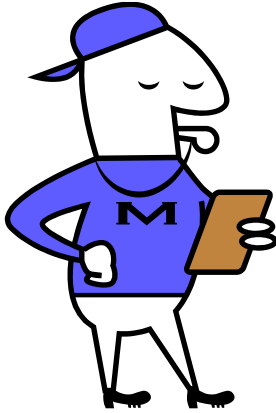
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CITY OF ESCALON YOUTH SPORTS PHILOSOPHY

The manager/coach of young athletes is the single most important adult in all of children's athletics. Other adults, such as officials and administrators, have important responsibilities, too. No task is as important as that of the manager/coach who must guide young children physically, socially and emotionally as they grow through childhood.



The youth sports manager/coach is required to play many roles. Most prominent among these is being a teacher and an instructor of skills, a friend who listens and offers advice, a substitute parent when their parents are not available or accessible, a disciplinarian who rewards and corrects behavior, and a cheerleader who provides encouragement when everything goes wrong.

The age and development level of the athletes will determine how frequently the manager/coach is asked to assume the various roles. Indeed, managers/coaches may find themselves switching roles minute by minute as the fast-moving, complex nature of a contest call for different responsibilities.

For young players to achieve success in any endeavor, they need to be confident that their efforts will be met with affirmation. Particularly with very young players, negative and impatient remarks can be very destructive to both spirit and motivation. Most children will work harder and achieve much more if they are met with enthusiastic support and helpful criticism.

Young people at this age are very impressionable and are developing attitudes that they will take with them for the rest of their life. Thus, it is imperative that you set the best possible example during practice and games. These kids and their parents are counting on you.

The goals of the Escalon Recreation Department are to teach good sportsmanship, the rules of baseball, and to have FUN! Remember: We are here for the children.

MANAGER/COACH RESPONSIBILITIES

You are to teach the basic fundamentals of baseball in a **fun and enjoyable** environment. To implement skills learned in a game situation with the challenges that competition present. To teach sportsmanship and team play through your example and instruction.

- **Managers/Coaches and spectators are not allowed to stand behind the screen where the umpire stands.**

- **All Managers & Coaches must be fingerprinted** every 2 years and must be approved to coach by the Chief of Police. They must also complete the **required concussion training** and submit the certificate of completion to the Recreation Department.



- Develop fundamental baseball skills in the players by implementing an organized, comprehensive game and practice plan.

- Communicate with parents and players on program information and upcoming events.



- Keep roster packet with you at all practices and games, schedule practices, distribute game schedules and uniforms.

- Contact and follow up with players who don't attend games or practices.

- Attend required meetings/clinics and complete proper paperwork. Complete the required ASEP course and turn certificate in to the Recreation Department.



- Display the highest sportsmanship and cooperation during the games and practices.

- Turn in your team's signed Code of Conducts to the Recreation Department by **the specified date**. Any individuals that have not turned in their signed C of C will not be permitted to participate.




- **Hey Managers...how do you want to be remembered? MAKE IT A FUN SEASON!**



TEAM ORGANIZATION TIPS

- Have a meeting with all parents at first practice.
- Be sure all players, managers/coaches and spectators show good sportsmanship.
- At last game of the season bring all equipment to turn in.
- All players must wear Escalon Babe Ruth issued shirts, EBR issued hats/visors or hats/visors provided by Manager. At the start of each game, players' shirts must be tucked in and team hats must be worn.
- Have your team clean up any mess they make on the fields and in the dugouts.

SPECIAL RULES OF IMPORTANCE AND EMPHASIS FOR ALL LEAGUES

1. A league schedule shall consist of each team playing a minimum of 8 games within their league or an interlocking schedule with other Cal Ripken.
 2. League divisions are based on player's age as of April 30 of same year (Baseball) and December 31 of previous year (Softball) **NO EXCEPTIONS.**
 3. Teaching runners how and when to slide is an important part of a coach's responsibility. Players should be instructed to slide or avoid being put out (without violent contact) on any close play at second, third, and home, not only to avoid injury to the fielder, but also to prevent personal injury.
 4. In a double play situation, regardless of whether the play at second is close, players should not be taught to stand up going into second in attempt to prevent the pivot man from throwing to first base or to cause him to throw wildly. The runner who does not slide, risks collision and the chance of being struck in the face by the fielder's throw. The proper technique is for the base runner to make a legal slide in an attempt to break up a double play. If the pivot man has already touched the base and is no longer in the base line, the runner should not go out of the base line in attempt to make contact with the pivot man. He will be declared out for the interference. If such contact is malicious or flagrant, the runner will be ejected from the game. If, in the opinion of the umpire, the runner's interference also prevented an out on other players, the umpire will declare the runner out also.
 5. **Contact Rule:** If a runner attempting to reach home plate or another base intentionally and maliciously runs into a defensive player in the area of home plate or a base, he/she will be called out and ejected from the game.
 6. **Bench and Field Conduct:** The City of Escalon Code of Conduct should be followed at all times. Unsportsmanlike conduct or inappropriate behavior can result in being banned form games.
 7. **Protective Gear:** All batters, catchers, on-deck batters, base runners, and players serving as base coaches must wear protective head gear. Any player who refuses to wear protective headgear will not be allowed to bat, coach the bases, or be a runner. The Recreation Department will replace only EBR issued protective gear if damaged.
- Anyone warming up a pitcher at any location shall wear a mask. A throat protector is considered part of the catcher's mask.
8. The City of Escalon Recreation Department establishes the times, dates and locations of play. This schedule is developed in the best interest of the total league.
 9. No game shall be allowed to go beyond 10:00 p.m.

10. The home team shall have the third base dugout.

11. **Fields and umpires are available on an extremely limited basis.** If teams have a conflict with their schedules, it is their responsibility to resolve this problem. The Manager of each team must find available fields and umpires and be held responsible for any consequences for rescheduling the game. The two Managers responsible must report standings, call all parents involved with the rescheduling of that game, and notify the Coordinator immediately in order to avoid any other conflict with scheduling.



12. **Dugouts:** Players are to remain with their team in the designated area until the coach releases them from the game. All players will help clean up their respective areas after each game.

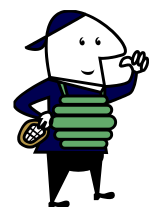
13. **Chattering:** Chattering is allowed but not encouraged. There will be cheering from your team in good conduct only. No derogatory talk to the opposing team before, during and/or after the game will be tolerated. All problems will go through the Manager.

14. **Discipline:** Managers will handle discipline problems on an individual basis. In addition to their players, Managers are also responsible for controlling their Coaches and fans of their respective teams.

15. **Managers/Coaches:** Must stay in coach's box. If they touch players that aid in the play or has an impact on the game without a time-out, the runner is out. If manager/coaches or bystanders intentionally catch a foul ball or interfere in any way with a play, the batter will be called out on your team.

16. **Cups (baseball only).** Are required for safety reasons.

17. **Umpiring:** The umpire is the controlling force of the game. If a rule is in question, both managers and the umpire will have a conference. If a compromise of a rule can't take place, an official protest will be called. Remember, the umpire is in total control of the game. Any excessive arguing will result in one warning, and then if a problem continues, you will be ejected from the game which means you will leave the park and/or grounds immediately.



18. **Suspended Games:** If the umpire suspends the game due to weather or other unforeseen circumstances, the game shall be resumed at the exact point of suspension of the original game. The completion of a suspended game is a continuation of the original game. The lineup and batting order of both teams shall be exactly the same as the lineup and batting order at the moment of suspension.

19. **Coaches Charging Umpires on Judgment Calls:** There is no place for such tactics in amateur baseball. Any player, manager, coach or bench personnel who "charge" an umpire or question a judgment call by an umpire will be warned to stop

this action at once. If the warning is not heeded immediately, the offender will be banished from the game.

20. **Protests:** When a rule is in question, the coach will call a time-out immediately before the next play, and a calm discussion will take place between the coaches of both teams and the umpire. In the event that a decision can't be agreed upon, the coach must state that he or she is hereby protesting. **The game is to continue under protest**, and it is the responsibility of the protesting coach to notify the Recreation Services Coordinator in writing within 24 hours of the incident. The Recreation Services Coordinator will then decide if the protest is valid or not. If you disagree with the Recreation Services Coordinator's decision, you have the option of having the protest heard by the five appointed Recreation Commission members. You can protest **in writing** to the Recreation Commission whose decision is final. **Protests will not be discussed on the ball field.**
21. If a violation of the Code of Conduct is present, the Recreation Services Coordinator will exercise the right of removing the manager/coach or spectator for the remainder of the game. Offender(s) will receive a violation notice with applicable suspension or expulsion.
22. **Scorekeeping:** Home team keeps official score, innings pitched and game start time (communicate time with Umpire).
23. If there is a close play at home plate, the runner must slide to prevent a collision (refer to Contact Rule).

COED T-BALL (5-6) LEAGUE RULES

1. T-Ball games shall consist of 3 innings with a 60 minute time limit; no new inning shall start after 50 minutes has expired.
2. **All Bats** must be marked with the USA Bat T-Ball Stamp.
3. An inning started before regulation time has expired shall be completed.
4. An inning is over when all players on the roster have batted once regardless of the number of outs.
5. Players are required to return to the dugout following a defensive play that has resulted in the player being out.
6. Home team provides the Tee.
7. Coaches may pitch to their players at their own discretion. Batter will be allowed up to 3 pitches; if after 3 pitches, the batter has not put the ball in play, the batter will then hit the ball off the batting tee. A player may not be called out on strikes; regardless of the amount of swings.
8. Leading off and stealing bases is not allowed.
9. All other rules per official Babe Ruth Rules and Regulations, Cal Ripken Division.

Only Managers and Coaches who are base coaching have any need to be on the field. If you are not base coaching, please remain in the dugout area.

Protests (see page 8, rule 20)

Field Maintenance

All teams should pick up their trash!

PLEASE NOTE: T-BALL IS AN INSTRUCTIONAL DIVISION. TO AVOID CONFUSION, OUR PLAYERS MUST BE FAMILIAR WITH AND ADHERE TO ALL BABE RUTH RULES. FOR EXAMPLE, WHEN A DEFENSIVE PLAY IS MADE AT FIRST BASE, THE BATTER IS OUT AND SHOULD EXIT THE FIELD. KEEP IN MIND WE ARE PREPARING THEM FOR THE ROOKIE DIVISION.

8 U GIRLS & ROOKIE BOY (7-8) LEAGUE RULES

Each team shall consist of a Manager and two Coaches. Escalon Only Rule: Only rostered Managers and Coaches are permitted on the field or in the dugout during games. Any exception to this rule must be pre-approved by the Recreation Services Coordinator. **A violation of this rule will be a one-game suspension of the Manager.**

Only Managers and Coaches who are base coaching have any need to be on the field. If you are not base coaching, please remain in the dugout area.

1. Softball teams only: All batting helmets must have face masks.

Face Masks are required for the infield positions – First, Third and Pitcher.

A violation of this rule will result in an automatic forfeit for the violating team.

2. If any bat cannot be clearly identified for its make and model to determine the barrel composition, then the bat should be removed from the game.

Softball: It shall be marked “Official Fastpitch” or Official Softball” by the manufacturer.

Baseball: Approved Bats – Cal Ripken Baseball: All non-wood bats must have the USA Bat Marking. The Barrel Maximum is 2 5/8”. No BBCOR Bats are permitted in the Cal Ripken Division.

3. A team may score a maximum of five (5) runs per inning, no opening inning.
4. First base uses a “safety base”. This bag is two separate bases: a regular white base with an orange “safety base” beside. The bag is set out on first base line 60 feet from home plate with the orange “safety base” on the foul side of the line, and the white base on the fair side of the line. Runners must tag the orange “safety base” when there is a play made at first base. The defensive player at first base must tag the white base. This is to prevent collisions at the base. Note that if the runner will be continuing to second base, he/she may tag the white base. Once the player has tagged the “safety base”, he/she may now move to the white base for the next batter. On infield hits (i.e. singles) teach the players to run through on the orange base as in real baseball.
5. A rostered Manager/Coach shall pitch a maximum of five pitches to the batter; if the ball has not been hit into fair territory, then the batter is out.
6. The team in the field will have a pitcher (player pitcher) behind the designated pitcher to act as player for defensive purposes.
7. The player pitcher shall stay in the ten (10) foot pitching circle until the ball is live.

8. Play is dead once the player pitcher has control of the ball within the pitching circle. All base runners must retreat to the last fully gained base.
9. Ten (10) players are allowed on the field. The tenth player shall play in the outfield.
10. All Rookie games have a 60 minute limit. No inning shall start after 50 minutes has expired from the scheduled starting time. An inning started before 50 minutes has expired but not completed within 60 minutes shall be completed.
11. The official starting time of the game is the scheduled time.
12. No player is allowed to sit on the bench defensively more than two innings a game unless a special situation warrants such action such as an injury or the team having less than 11 players.
13. All other rules per official Babe Ruth Softball Rules and Regulations and Babe Rule Baseball Rules and Regulations, Cal Ripken Division.

Protests (see page 8, rule 20)

Field Maintenance

All teams should pick up their trash!

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10U RULES (GIRLS: AGE 9/10)



OBSA LEAGUE SPECIFIC RULES

U10 (9- to 10-year-old)

The set of In-House Rules approved by the Board of Directors, are rules, which apply to the local League and supersedes the Babe Ruth National Baseball Rules. These rules may be necessary due to safety reasons in situations unique to the field or may enhance the normal set of rules implied by the Babe Ruth League. Updated 10.14.24

TIME LIMITS:

Regulation games shall be six (6) innings in duration OR when a one-hour and thirty-minute (1:30) time limit is reached. New innings started prior to the time limit and continued beyond the time limit, will be played in their entirety if necessary and conditions permit. No game shall be played past the time of official Sunset for that day. Games CAN end in a tie.

All innings started before forty-five-minutes (0:45) will consist of three (3) outs or when a team scores 5 runs if leading at start of inning, or 5 runs over other teams score, if team was behind in an inning. All innings started after forty-five-minutes (0:45) will consist of three (3) outs. There will be No run limit in these innings.

No new inning may start with less than fifteen (15) minutes left.

MERCY RULE:

If the visiting team is ahead by 10 or more runs after four (4) innings, or the home team is ahead by 10 or more runs after 3 and a half (3.5) innings, the game shall end with the current score being final.

PLAYER AND POSITION RULES:

1. No player may sit for a second defensive inning until all players have sat for at least one defensive inning.
 - a. One inning constitutes three consecutive outs.
 - b. If a player shows up after the first inning is complete that player may be exempt from this rule.
 - c. If a player is injured during the game that player is exempt from this rule.
2. Rules 1 must be adhered to if 11 or more players begin the game.

- a. Infield can be any of the following positions: Pitcher, 1st base, 2nd base, 3rd base, or shortstop. Catcher is not considered an infield position. This rule must be adhered to for all games where 4 innings or more are played.
3. Each team will play ten defensive players, to include a pitcher.
 - a. The player fielding the pitcher position must take position always to the rear of the pitching rubber, and on the left or right side of the coach pitcher and must be within five (5) feet of the pitching rubber.
 - b. The tenth player will play a 4th outfield position.
4. Four (4) outfielders will be used, and outfielders may NOT make a putout in the infield except for a multi-player “pickle” rundown situation or throwing the ball to a base to make a putout.
 - a. Example 1: RF, RCF, LCF, LF fielder can throw the ball to 1st, 2nd, 3rd, or home base to make a putout.
 - b. Example 2: RF, RCF, LCF, LF cannot run into the infield or to 1st, 2nd, 3rd, or home base to make the putout.
 - c. Outfielders must play a minimum of twenty (20) feet behind the baselines AND on the grass.
5. A team must start and finish a game with a minimum of eight (8) players or the game will be forfeited.

*Note that a team must have a catcher.

Penalties for Coaches:

1. First violation for not playing a player is a one game suspension and review by board of directors.
2. Second violation for not playing a player will require a hearing before the Board with possible suspension for remainder of the season and forfeit of the game in which the violation occurred.

PITCHING RULES:

1. A player pitcher shall pitch using an underhand pitching motion from thirty-five (35') feet.
 - a. When a batter receives four (4) balls the batter will advance to first base.
2. Player pitchers may pitch up to five (5) innings per game.
3. If a batter is hit by a player pitcher the batter must advance to first base (no exceptions).
4. A dropped third (3rd) strike is NOT live.

5. Pitchers will be allowed five (5) warm up pitches between innings.
 - a. Coaches should be prepared to warm up the pitcher, if the catcher is not ready, to speed up play.

BATTING RULES:

1. All players must bat.
2. If a player must leave the batting order for any reason, including an injury, and they fail to bat in their batting position an out will be recorded.
 - a. If the player does not return to the game, no out will be recorded when the players' turn comes up in their following at bats.
3. If a player misses an at bat and returns to the game, they must bat in their original batting order position or an out will be recorded.
4. Any player that shows up after the start of the game will be inserted into the last batting order position.
5. If there is at least one out and the player scheduled to catch the next inning is on base, the manager may insert a courtesy runner for that player to speed up play. The courtesy runner shall be the last batted out.
6. There is no bunting allowed against coach pitchers in this division.
7. Bunting will be allowed against player pitchers in this division.
8. If the batter squares to bunt, they may not pull the bat back and swing at the pitch. The first fake bunt shall be a warning. The batter will be called out for all additional fake bunts for the remainder of the game.

OVERTHROW RULES:

1. Runners may advance only one base on an overthrow from an infielder or outfielder.

BASERUNNING RULES:

1. Dropped third (3rd) strike is NOT live in this division.
2. Runners may steal bases but shall not leave the base until the ball has reached or passed the catcher.
 - a. Once the pitcher has stepped into the circle with possession of the ball, in the umpire's judgment, runners who leave the base before the pitched ball reaches or passes the catcher shall be called out and the pitch shall be considered as a dead ball (one warning per team). Any runner who leaves early after the warning shall be automatically out.
3. No stealing home on a pitch or a passed ball.
4. Runners may only advance to home with:
 - a. A batted ball put into play.

- b. A batter hit by a pitch with the bases loaded.
 - c. A batter walked with the bases loaded.
 - d. when a play is being made on a runner.
- 5. The hesitation rule shall be in effect for this division.
 - 6. The infield fly rule does NOT apply in this division.
 - 7. Runners must slide on any potential play at home. Failure to slide is an automatic out.

COACHING RULES:

- 1. A team may have up to a total of 4 OBSA board approved coaches participating in the game. Defensive coaches must be in the dugout or dugout opening. Offensive coaches must be in the dugout, dugout opening, first base coaches box and/or third base coaches boxes. No coaches shall be on the field during play.

UNIFORM RULES:

- 1. Metal cleats are not allowed in this division.
- 2. All players must wear the jersey provided by OBSA.

EQUIPMENT RULES:

- 1. This division will use an eleven-inch (11") ball.
- 2. OBSA strongly suggests pitchers wear a face guard while playing the pitcher position, and we encourage face guards for the infield positions.

PARTICIPANT RULES:

- 1. Negative chatter by ANYONE on or near the field will not be allowed and may result in removal from the game.
- 2. A spectator, player, or coach who uses profanity will be removed from the game at the umpire/coach's discretion and must leave the area.

TEAM ADMINISTRATIVE AND HOUSEKEEPING RULES:

- 1. The home team shall have the third base dugout.
- 2. Home teams are to provide a brand-new game ball as provided by the league at the beginning of the season for every home game in addition to one gently used game ball.
- 3. Coaches must provide the umpire and opposing team with a lineup card.
- 4. Home teams are responsible for assigning a dedicated score keeper for each game. Score must be recorded in the official score book.

5. Any home team that does not record the final game score onto the league scoring app by the following morning after the game will forfeit the results of the game (win or loss) to the visiting team.
6. Home team is responsible for setting up the field before each game (bases, bumps/mounds, fences (if applicable)). Visiting team (if the final game of the day) is responsible for removing and placing all bases, mounds etc. into the appropriate storage containers. Visiting teams must take into consideration the following games (if the visiting team is baseball and the next game is softball, then the visiting team needs to remove all mounds/bumps etc. not to be used by the coming softball team.)

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MINOR RULES (BOYS: AGE 9/10)



OBSA LEAGUE SPECIFIC RULES MINOR NATIONAL (10-year-old)

The set of In-House Rules approved by the Board of Directors, are rules, which apply to the local League and supersedes the Babe Ruth National Baseball Rules. These rules may be necessary due to safety reasons in situations unique to the field or may enhance the normal set of rules implied by the Babe Ruth League. Updated 10.14.24.

TIME LIMITS:

Regulation games shall be six (6) innings in duration OR when a one-hour and 45-minute (1:45) time limit is reached. New innings started prior to the time limit and continued beyond the time limit, will be played in their entirety if necessary and conditions permit. No game shall be played past the time of official Sunset for that day. Games CAN end in a tie.

All innings started before one-hour and 15-minute (1:15) will consist of three (3) outs or when a team scores 5 runs in an inning. All innings started after one-hour and 15-minutes (1:15) will consist of three (3) outs. There will be No run limit in these innings.

No new inning may start with less than fifteen (15) minutes left.

MERCY RULE:

If the visiting team is ahead by 10 or more runs after four (4) innings, or the home team is ahead by 10 or more runs after 3 and a half (3.5) innings, the game shall end with the current score being final.

PLAYER AND POSITION RULES:

1. No player on a team may sit more than one (1) defensive innings before all players are asked to sit for one (1) defensive innings during the game.
 - a. One inning constitutes three (3) consecutive outs.
 - b. If a player shows up after the first inning is complete that player may be exempt from this rule.
 - c. If a player is hurt during the game that player is exempt from this rule.
 - d. This rule must be adhered to if 11 or more players begin the game.

- e. Infield can be any of the following positions: Pitcher, 1st base, 2nd base, 3rd base, shortstop, or catcher. This rule must be adhered to for all games where 4 innings or more are played.
- 2. Each team will play ten defensive players, to include a pitcher, who will perform the pitching duties. The tenth player will play a 4th outfield field position.
- 3. Four (4) outfielders will be used, and outfielders may NOT make a putout in the infield except for a multi-player “pickle” rundown situation or throwing the ball to a base to make a putout.
 - a. Example 1: RF, RCF, LCF, LF fielder can throw the ball to 1st, 2nd, 3rd, or home base to make a putout.
 - b. Example 2: RF, RCF, LCF, LF cannot run into the infield or to 1st, 2nd, 3rd, or home base to make the putout.
- 4. A team must start and finish a game with a minimum of eight (8) players or the game will be forfeited.

Penalties for Coaches:

- 1. First violation for not playing a player is a one game suspension and review by board of directors.
- 2. Second violation for not playing a player will require a hearing before the Board with possible suspension for remainder of the season and forfeit of the game in which the violation occurred.

*Note that a team must have a catcher.

PITCHING RULES:

- 1. Pitchers shall pitch from forty-six (46’) feet.
- 2. Balks will be called in this division.
 - a. Each pitcher will receive one warning. Balks will then be called at the discretion of the umpire.
- 3. The player Smart pitch format will be used for the entire season. Refer to the chart below for pitch count rules.

Daily Max (Pitches in Day)	Rest Period		
	0 Days	1 Days	2 Days
75	1-40	41-65	66+

Please note the penalty for the violation of any SMART PITCH rule is as follows:

- 1. The Manager will be suspended for one game.

2. If the violating team won, they would register a forfeit for that game.
3. The pitcher in violation will not be allowed to pitch in the following game that he is eligible to pitch in.

BATTING RULES:

1. All players must bat.
2. If a player must leave the batting order for any reason, including an injury, and they fail to bat in their batting position an out will be recorded.
 - a. If the player does not return to the game, no out will be recorded when the players' turn comes up in their following at bats.
3. If a player misses an at bat and returns to the game, they must bat in their original batting order position or an out will be recorded.
4. Any player that shows up after the start of the game will be inserted into the last batting order position.
5. The infield fly rule does NOT apply in this division.
6. If there is at least one out and the player scheduled to catch the next inning is on base, the manager may insert a courtesy runner for that player to speed up play. The courtesy runner shall be the last batted out.
7. Bunting is allowed in this division.
8. A batted ball that, in the judgment of the umpire, goes over the fence solely due to the fence bending shall be ruled a ground rule double.

OVERTHROW RULES:

1. Baserunners may advance on an overthrow; however, they advance at their own risk.

BASERUNNING RULES:

1. Runners will be NOT be allowed to lead off at first base, second base and third base.
2. Runners may steal any base, after the ball makes contact or passes the catcher, except for home.
 - a. The first instance of a runner leaving early shall be a warning. All subsequent instances of a runner leaving early shall be an automatic out.
3. With an attempted play, on any runner, all runners are free to advance at their own risk for the entire season.
4. A player shall not be allowed to advance home except:
 - a. when the ball is put in play by the batter or

- b. when a play is being made on any runner (including during a pick off or steal attempt).
- 5. The dropped third strike rule will NOT be in effect for the entire season.
- 6. The infield fly rule does NOT apply in this division.
- 7. Runners must slide on any potential play at home. Failure to slide is an automatic out.

COACHING RULES:

- 1. A team may have up to a total of 4 OBSA board approved coaches participating in the game. And not in the field of play

2. UNIFORM RULES:

- 1. All players must wear the provided jersey by OBSA.
- 2. Metal cleats are not allowed.

EQUIPMENT RULES:

- 1. A Babe Ruth approved baseball will be used in this division.
- 2. All non-wood bats must have the “USA” stamp/logo with a barrel no larger than 2 5/8” and a barrel no smaller than 2 1/4”.

PARTICIPANT RULES:

- 1. Negative chatter by ANYONE on or near the field will not be allowed and may result in removal from the game.
- 2. A spectator, player, or coach who uses profanity will be removed from the game at the umpire/coach’s discretion and must leave the area.

TEAM ADMINISTRATIVE AND HOUSEKEEPING RULES:

- 1. The home team shall have the third base dugout.
- 1. Home teams are to provide a brand-new game ball as provided by the league at the beginning of the season for every home game in addition to one gently used game ball.
- 1. Coaches must provide the umpire and opposing team with a lineup card.
- 1. Home teams are responsible for assigning a dedicated score keeper for each game. Score must be recorded in the official score book.
- 1. Any home team that does not record the final game score onto the league scoring app by the following morning after the game will forfeit the results of the game (win or loss) to the visiting team.
- 1. Home team is responsible for setting up the field before each game (bases, bumps/mounds, fences (if applicable). Visiting team (if the final game of the day) is responsible for removing and placing all bases, mounds etc. into the appropriate storage containers. Visiting teams must take into consideration the following games (if the visiting team is baseball and the next game is softball, then the visiting team needs to remove all mounds/bumps etc. not to be used by the coming softball team.)

12U RULES (GIRLS: AGE 11/12)



OBSA LEAGUE SPECIFIC RULES

U12 (11- to 12-year-old)

The set of In-House Rules approved by the Board of Directors, are rules, which apply to the local League and supersedes the Babe Ruth National Baseball Rules. These rules may be necessary due to safety reasons in situations unique to the field or may enhance the normal set of rules implied by the Babe Ruth League. Updated 10.14.24

In the event there are not enough teams to separate the U12 and U14 Divisions, the entire season shall be played under the 14U Rules (except the pitching distance shall remain forty feet).

TIME LIMITS:

Regulation games shall be six (6) innings in duration OR when a one-hour thirty minute (1:30) time limit is reached. New innings started prior to the time limit and continued beyond the time limit, will be played in their entirety if necessary and conditions permit. No game shall be played past the time of official Sunset for that day. Games CAN end in a tie.

All innings started before one-hour (1:00) will consist of three (3) outs or when a team scores 5 runs if leading at start of inning, or 5 runs over other teams score, if team was behind in an inning . All innings started after one-hour (1:00) will consist of three (3) outs. There will be No run limit in these innings.

No new inning may start with less than fifteen (15) minutes left.

MERCY RULE:

If the visiting team is ahead by 10 or more runs after four (4) innings, or the home team is ahead by 10 or more runs after 3 and a half (3.5) innings, the game shall end with the current score being final.

PLAYER AND POSITION RULES:

1. No player on a team may sit more than two (2) defensive innings (non-consecutively) before all players are asked to sit for one (1) defensive inning, during the game.
 - a. One inning constitutes three (3) consecutive outs.
 - b. If a player shows up after the first inning is complete that player may be exempt from this rule.

- c. If a player is hurt during the game that player is exempt from this rule.
 - d. This rule must be adhered to if 10 or more players begin the game.
2. A team must start and finish a game with a minimum of seven (7) players or the game will be forfeited.

Penalties for Coaches:

1. First violation for not playing a player is a one game suspension and review by board of directors.
2. Second violation for not playing a player will require a hearing before the Board with possible suspension for remainder of the season and forfeit of the game in which the violation occurred.

*Note that a team must have a catcher.

PITCHING RULES:

1. Illegal pitches will be called in this division.
2. Pitchers shall pitch from forty-feet (40').
3. Pitchers will be allowed five (5) warm up pitches between innings.
 - a. Coaches should be prepared to warm up the pitcher, if the catcher is not ready, to speed up play.

BATTING RULES:

1. All players must bat.
2. If a player must leave the batting order for any reason, including an injury, and they fail to bat in their batting position an out will be recorded.
 - a. If the player does not return to the game, no out will be recorded when the players' turn comes up in their following at bats.
3. If a player misses an at bat and returns to the game, they must bat in their original batting order position or an out will be recorded.
4. Any player that shows up after the start of the game will be inserted into the last batting order position.
5. If there is at least one out and the player scheduled to catch the next inning is on base, the manager may insert a courtesy runner for that player to speed up play. The courtesy runner shall be the last batted out.
6. Bunting is allowed in this division.
7. If the batter squares to bunt, they may not pull the bat back and swing at the pitch. The first fake bunt shall be a warning. The batter will be called out for all additional fake bunts for the remainder of the game.

OVERTHROW RULES:

1. Baserunners may advance on an overthrow; however, they advance at their own risk.

BASERUNNING RULES:

1. Dropped third (3rd) strike is live in this division.
2. Infield fly rule is in effect in this division.
3. The hesitation rule shall be in effect for this division.
4. Runners must slide on any potential play at home. Failure to slide is an automatic out.

COACHING RULES:

1. A team may have up to a total of 4 OBSA board approved coaches participating in the game. Defensive coaches must be in the dugout or dugout opening. Offensive coaches must be in the dugout, dugout opening, first base coaches box and/or third base coaches boxes. No coaches shall be on the field during play.

UNIFORM RULES:

1. Metal cleats are not allowed in this division.
2. All players must wear the jersey provided by OBSA.

EQUIPMENT RULES:

1. This division will use a twelve-inch (12") ball.
2. OBSA strongly suggests pitchers wear a face guard while playing the pitcher position, and we encourage face guards for the infield positions.

PARTICIPANT RULES:

1. Negative chatter by ANYONE on or near the field will not be allowed and may result in removal from the game.
2. A spectator, player, or coach who uses profanity will be removed from the game at the umpire/coach's discretion and must leave the area.

TEAM ADMINISTRATIVE AND HOUSEKEEPING RULES:

1. The home team shall have the third base dugout.
1. Home teams are to provide a brand-new game ball as provided by the league at the beginning of the season for every home game in addition to one gently used game ball.
1. Coaches must provide the umpire and opposing team with a lineup card.
1. Home teams are responsible for assigning a dedicated score keeper for each game. Score must be recorded in the official score book.

1. Any home team that does not record the final game score onto the league scoring app by the following morning after the game will forfeit the results of the game (win or loss) to the visiting team.
1. Home team is responsible for setting up the field before each game (bases, bumps/mounds, fences (if applicable)). Visiting team (if the final game of the day) is responsible for removing and placing all bases, mounds etc. into the appropriate storage containers. Visiting teams must take into consideration the following games (if the visiting team is baseball and the next game is softball, then the visiting team needs to remove all mounds/bumps etc. not to be used by the coming softball team.)

MAJOR 70 RULES (BOYS: AGE 11/12)



OBSA LEAGUE SPECIFIC RULES MAJORS (11- and 12-year-old)

The set of In-House Rules approved by the Board of Directors, are rules, which apply to the local League and supersedes the Babe Ruth National Baseball Rules. These rules may be necessary due to safety reasons in situations unique to the field or may enhance the normal set of rules implied by the Babe Ruth League. Updated 10.14.24

TIME LIMITS:

Regulation games shall be 6 innings in duration OR when a two-hour (2:00) time limit is reached. New innings started prior to the time limit and continued beyond the time limit, will be played in their entirety if necessary and conditions permit. No game shall be played past the time of official Sunset for that day. Games CAN end in a tie.

All innings started before one-hour and 30-minute (1:30) will consist of three (3) outs or when a team scores 5 runs in an inning. All innings started after one-hour and 30-minutes (1:30) will consist of three (3) outs. There will be No run limit in these innings.

No new inning may start with less than fifteen (15) minutes left.

MERCY RULE:

If the visiting team is ahead by 10 or more runs after four (4) innings, or the home team is ahead by 10 or more runs after 3 and a half (3.5) innings, the game shall end with the current score being final.

PLAYER AND POSITION RULES:

1. No player on a team may sit more than two (2) defensive innings (non-consecutively) before all players are asked to sit for one (1) defensive inning, during the game.
 - a. One inning constitutes three (3) consecutive outs.
 - b. If a player shows up after the first inning is complete that player may be exempt from this rule.
 - c. If a player is hurt during the game that player is exempt from this rule.
 - d. This rule must be adhered to if 10 or more players begin the game.

2. A team must start and finish a game with a minimum of seven (7) players or the game will be forfeited.

Penalties for Coaches:

1. First violation for not playing a player is a one game suspension and review by board of directors.
2. Second violation for not playing a player will require a hearing before the Board with possible suspension for remainder of the season and forfeit of the game in which the violation occurred.

*Note that a team must have a catcher.

PITCHING RULES:

1. Pitchers shall pitch from fifty (50') feet.
2. Balks will be called in this division.
3. The player Smart pitch format will be used for the entire season. Refer to the chart below for pitch count rules.

Daily Max (Pitches in Day)	Rest Period		
	0 Days	1 Days	2 Days
85	1-40	41-65	66+

Please note the penalty for the violation of any SMART PITCH rule is as follows:

1. The Manager will be suspended for one game.
2. If the violating team won, they would register a forfeit for that game.
3. The pitcher in violation will not be allowed to pitch in the following game that he is eligible to pitch in.

BATTING RULES:

1. All players must bat.
2. If a player must leave the batting order for any reason, including an injury, and they fail to bat in their batting position an out will be recorded.
 - a. If the player does not return to the game, no out will be recorded when the players' turn comes up in their following at bats.
3. If a player misses an at bat and returns to the game, they must bat in their original batting order position or an out will be recorded.
4. Any player that shows up after the start of the game will be inserted into the last batting order position.

14U RULES (GIRLS: AGE 13/14)



OBSA LEAGUE SPECIFIC RULES

U14 (13- to 14-year-old)

The set of In-House Rules approved by the Board of Directors, are rules, which apply to the local League and supersedes the Babe Ruth National Baseball Rules. These rules may be necessary due to safety reasons in situations unique to the field or may enhance the normal set of rules implied by the Babe Ruth League. Updated 10.14.24

In the event there are not enough teams to separate the U12 and U14 Divisions. The entire season shall be played under the 14U Rules (except the pitching distance shall remain forty feet).

TIME LIMITS:

Regulation games shall be six (6) innings in duration OR when a one-hour and forty-five-minute (1:45) time limit is reached. New innings started prior to the time limit and continued beyond the time limit, will be played in their entirety if necessary and conditions permit. No game shall be played past the time of official Sunset for that day. Games CAN end in a tie.

All innings started before one-hour fifteen-minute (1:15) will consist of three (3) outs or when a team scores 5 runs if leading at start of inning, or 5 runs over other teams score, if team was behind in an inning. All innings started after one-hour fifteen-minute (1:15) will consist of three (3) outs. There will be No run limit in these innings.

No new inning may start with less than fifteen (15) minutes left.

MERCY RULE:

If the visiting team is ahead by 10 or more runs after four (4) innings, or the home team is ahead by 10 or more runs after 3 and a half (3.5) innings, the game shall end with the current score being final.

PLAYER AND POSITION RULES:

1. No player on a team may sit more than two (2) defensive innings (non-consecutively) before all players are asked to sit for one (1) defensive inning, during the game.
 - a. One inning constitutes three (3) consecutive outs.
 - b. If a player shows up after the first inning is complete that player may be exempt from this rule.

- c. If a player is hurt during the game that player is exempt from this rule.
 - d. This rule must be adhered to if 10 or more players begin the game.
2. A team must start and finish a game with a minimum of seven (7) players or the game will be forfeited.

Penalties for Coaches:

- 1. First violation for not playing a player is a one game suspension and review by board of directors.
- 2. Second violation for not playing a player will require a hearing before the Board with possible suspension for remainder of the season and forfeit of the game in which the violation occurred.

*Note that a team must have a catcher.

PITCHING RULES:

- 1. Illegal pitches will be called in this division.
- 2. Pitchers shall pitch from forty-three feet (43').
- 3. Pitchers will be allowed five (5) warm up pitches between innings.
 - a. Coaches should be prepared to warm up the pitcher, if the catcher is not ready, to speed up play.

BATTING RULES:

- 1. All players must bat.
- 2. If a player must leave the batting order for any reason, including an injury, and they fail to bat in their batting position an out will be recorded.
 - a. If the player does not return to the game, no out will be recorded when the players' turn comes up in their following at bats.
- 3. If a player misses an at bat and returns to the game, they must bat in their original batting order position or an out will be recorded.
- 4. Any player that shows up after the start of the game will be inserted into the last batting order position.
- 5. If there is at least one out and the player scheduled to catch the next inning is on base, the manager may insert a courtesy runner for that player to speed up play. The courtesy runner shall be the last batted out.
- 6. Bunting is allowed in this division.
- 7. If the batter squares to bunt, they may not pull the bat back and swing at the pitch. The first fake bunt shall be a warning. The batter will be called out for all additional fake bunts for the remainder of the game.

OVERTHROW RULES:

1. Baserunners may advance on an overthrow; however, they advance at their own risk.

BASERUNNING RULES:

1. Dropped third (3rd) strike is live in this division.
2. Infield fly rule is in effect in this division.
3. The hesitation rule shall be in effect for this division.
4. Runners must slide on any potential play at home. Failure to slide is an automatic out.

COACHING RULES:

1. A team may have up to a total of 4 OBSA board approved coaches participating in the game. Defensive coaches must be in the dugout or dugout opening. Offensive coaches must be in the dugout, dugout opening, first base coaches box and/or third base coaches boxes. No coaches shall be on the field during play.

UNIFORM RULES:

1. Metal cleats are not allowed in this division.
2. All players must wear the jersey provided by OBSA.

EQUIPMENT RULES:

1. This division will use a twelve-inch (12") ball.
2. OBSA strongly suggests pitchers wear a face guard while playing the pitcher position, and we encourage face guards for the infield positions.

PARTICIPANT RULES:

1. Negative chatter by ANYONE on or near the field will not be allowed and may result in removal from the game.
2. A spectator, player, or coach who uses profanity will be removed from the game at the umpire/coach's discretion and must leave the area.

TEAM ADMINISTRATIVE AND HOUSEKEEPING RULES:

1. The home team shall have the third base dugout.
2. Home teams are to provide a brand-new game ball as provided by the league at the beginning of the season for every home game in addition to one gently used game ball.
3. Coaches must provide the umpire and opposing team with a lineup card.
4. Home teams are responsible for assigning a dedicated score keeper for each game. Score must be recorded in the official score book.

5. Any home team that does not record the final game score onto the league scoring app by the following morning after the game will forfeit the results of the game (win or loss) to the visiting team.
6. Home team is responsible for setting up the field before each game (bases, bumps/mounds, fences (if applicable)). Visiting team (if the final game of the day) is responsible for removing and placing all bases, mounds etc. into the appropriate storage containers. Visiting teams must take into consideration the following games (if the visiting team is baseball and the next game is softball, then the visiting team needs to remove all mounds/bumps etc. not to be used by the coming softball team.)

13-15 BOYS RULES (BOYS: AGE 13-15)



OBSA LEAGUE SPECIFIC RULES BABE RUTH 13-15 (13- to 15-year-old)

The set of In-House Rules approved by the Board of Directors, are rules, which apply to the local League and supersedes the Babe Ruth National Baseball Rules. These rules may be necessary due to safety reasons in situations unique to the field or may enhance the normal set of rules implied by the Babe Ruth League. Updated 10.14.24

TIME LIMITS:

Regulation games shall be seven (7) innings in duration OR when a two-hour and 30-minute (2:30) time limit is reached. New innings started prior to the time limit and continued beyond the time limit, will be played in their entirety if necessary and conditions permit. No game shall be played past the time of official Sunset for that day. Games CAN end in a tie.

All innings started before one-hour forty five-minute (1:45) will consist of three (3) outs or when a team scores 5 runs in an inning. All innings started after one-hour forty five-minute (1:45) will consist of three (3) outs. There will be No run limit in these innings.

No new inning may start with less than fifteen (15) minutes left.

MERCY RULE:

If the visiting team is ahead by 10 or more runs after four (4) innings, or the home team is ahead by 10 or more runs after 3 and a half (3.5) innings, the game shall end with the current score being final.

PLAYER AND POSITION RULES:

1. No player on a team may sit more than two (2) defensive innings (non-consecutively) before all players are asked to sit for one (1) defensive inning, during the game.
 - a. One inning constitutes three (3) consecutive outs.
 - b. If a player shows up after the first inning is complete that player may be exempt from this rule.
 - c. If a player is hurt during the game that player is exempt from this rule.
 - d. This rule must be adhered to if 10 or more players begin the game.

2. A team must start and finish a game with a minimum of seven (7) players or the game will be forfeited.

Penalties for Coaches:

1. First violation for not playing a player is a one game suspension and review by board of directors.
2. Second violation for not playing a player will require a hearing before the Board with possible suspension for remainder of the season and forfeit of the game in which the violation occurred.

*Note that a team must have a catcher.

PITCHING RULES:

1. Pitchers shall pitch from sixty-feet six-inches (60'6").
2. Balks will be called in this division.
3. The player Smart pitch format will be used for the entire season. Refer to the chart below for pitch count rules.

Daily Max (Pitches in Day)	Rest Period		
	0 Days	1 Days	2 Days
95	1-45	46-75	76+

Please note the penalty for the violation of any SMART PITCH rule is as follows:

1. The Manager will be suspended for one game.
2. If the violating team won, they would register a forfeit for that game.
3. The pitcher in violation will not be allowed to pitch in the following game that he is eligible to pitch in.

BATTING RULES:

1. All players must bat.
2. If a player must leave the batting order for any reason, including an injury, and they fail to bat in their batting position an out will be recorded.
 - a. If the player does not return to the game, no out will be recorded when the players' turn comes up in their following at bats.
3. If a player misses an at bat and returns to the game, they must bat in their original batting order position or an out will be recorded.
4. Any player that shows up after the start of the game will be inserted into the last batting order position.

5. If there is at least one out and the player scheduled to catch the next inning is on base, the manager may insert a courtesy runner for that player to speed up play. The courtesy runner shall be the last batted out.
6. Bunting is allowed in this division.
7. A batted ball that, in the judgment of the umpire, goes over the fence solely due to the fence bending shall be ruled a ground rule double.

OVERTHROW RULES:

1. Baserunners may advance on an overthrow; however, they advance at their own risk.

BASERUNNING RULES:

1. Dropped third (3rd) strike is live in this division.
2. Infield fly rule is in effect in this division.
3. Runners must slide any form on any potential play at home. Failure to slide is an automatic out.

COACHING RULES:

1. A team may have up to a total of 4 OBSA board approved coaches participating in the game. Defensive coaches must be in the dugout or dugout opening. Offensive coaches must be in the dugout, dugout opening, first base coaches box and/or third base coaches boxes. No coaches shall be on the field during play.

UNIFORM RULES:

1. All players must wear the provided jersey by OBSA.
2. Metal cleats are allowed.

EQUIPMENT RULES:

1. A Babe Ruth approved baseball will be used in this division.
2. All non-wood bats must have the "USA" stamp/logo, or BBCOR .50 certified, with a rating no lower than -3 (drop 3), with a barrel no larger than 2 5/8" and a barrel no smaller than 2 1/4".

PARTICIPANT RULES:

1. Negative chatter by ANYONE on or near the field will not be allowed and may result in removal from the game.
 2. A spectator, player, or coach who uses profanity will be removed from the game at the umpire/coach's discretion and must leave the area.
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TEAM ADMINISTRATIVE AND HOUSEKEEPING RULES:

1. The home team shall have the third base dugout.
1. Home teams are to provide a brand-new game ball as provided by the league at the beginning of the season for every home game in addition to one gently used game ball.
1. Coaches must provide the umpire and opposing team with a lineup card.
1. Home teams are responsible for assigning a dedicated score keeper for each game. Score must be recorded in the official score book.
1. Any home team that does not record the final game score onto the league scoring app by the following morning after the game will forfeit the results of the game (win or loss) to the visiting team.
1. Home team is responsible for setting up the field before each game (bases, bumps/mounds, fences (if applicable). Visiting team (if the final game of the day) is responsible for removing and placing all bases, mounds etc. into the appropriate storage containers. Visiting teams must take into consideration the following games (if the visiting team is baseball and the next game is softball, then the visiting team needs to remove all mounds/bumps etc. not to be used by the coming softball team.)
1. Both teams are responsible for home plate and pitcher's mound maintenance after the completion of each game.
1. Teams are responsible for home plate and pitchers mound maintenance at the end of every practice

5. The infield fly rule will apply in this division.
6. If there is at least one out and the player scheduled to catch the next inning is on base, the manager may insert a courtesy runner for that player to speed up play.
 - a. The courtesy runner shall be the last batted out.
7. Bunting is allowed in this division.
 8. A batted ball that, in the judgment of the umpire, goes over the fence solely due to the fence bending shall be ruled a ground rule double.

OVERTHROW RULES:

1. Baserunners may advance on an overthrow; however, they advance at their own risk.

BASERUNNING RULES:

1. Dropped third (3rd) strike is live in this division.
2. Infield fly rule is in effect in this division.
3. Runners must slide, in any manner, on any potential play at home. Failure to slide is an automatic out.

COACHING RULES:

1. A team may have up to a total of 4 OBSA board approved coaches participating in the game. Defensive coaches must be in the dugout or dugout opening. Offensive coaches must be in the dugout, dugout opening, first base coaches box and/or third base coaches boxes. No coaches shall be on the field during play.

UNIFORM RULES:

1. All players must wear the provided jersey by OBSA.
2. Metal cleats are not allowed.

EQUIPMENT RULES:

1. A Babe Ruth approved baseball will be used in this division.
2. All non-wood bats must have the "USA" stamp/logo with a barrel no larger than 2 5/8" and a barrel no smaller than 2 1/4".

PARTICIPANT RULES:

1. Negative chatter by ANYONE on or near the field will not be allowed and may result in removal from the game.
2. A spectator, player, or coach who uses profanity will be removed from the game at the umpire/coach's discretion and must leave the area.

TEAM ADMINISTRATIVE AND HOUSEKEEPING RULES:

1. The home team shall have the third base dugout.
2. Home teams are to provide a brand-new game ball as provided by the league at the beginning of the season for every home game in addition to one gently used game ball.
3. Home teams are responsible for assigning a dedicated score keeper for each game. Score must be recorded in the official score book.
4. Any home team that does not record the final game score onto the league scoring app by the following morning after the game will forfeit the results of the game (win or loss) to the visiting team.
1. Home team is responsible for setting up the field before each game (bases, bumps/mounds, fences (if applicable). Visiting team (if the final game of the day) is responsible for removing and placing all bases, mounds etc. into the appropriate storage containers. Visiting teams must take into consideration the following games (if the visiting team is baseball and the next game is softball, then the visiting team needs to remove all mounds/bumps etc. not to be used by the coming softball team.)
1. Home Team is responsible for opening, closing and staffing the snack shack during each game.