

# Owasso-Skiatook League Rules

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*Rules are basic in nature and modify the existing USSSA rule book. These rules will stand as of May 15, 2020 and will remain in effect until a revision is agreed upon. These rules have been drafted from Broken Arrow's rule book for league.*

## **1. PLAYING RULES & REGULATIONS – RECREATIONAL/DRAFTED TEAMS**

### **a. STARTING TIME, FORFEITS AND LINEUPS**

- i. All games will start at scheduled time. There will be a 15 minute forfeit time allowance for the first and second game of league play.
- ii. Managers/coaches must be available for umpire pre-conference 5 minutes prior to game time.
  1. Lineups exchanged between each team before the game will be given to the plate umpire.
  2. These lineups will list all players present in a permanent batting order sequence with the starters identified with their field positions.
- iii. Each substitution in the field will be officially reported to the plate umpire, who will mark the change on his lineup showing the inning the new player entered the fields and the player who was replaced.
  1. The umpire will notify both scorekeepers of the change.
  2. It is not necessary to notify the plate umpire when players are shifted between positions in the fields, only entries and exits from the field.
- iv. A team may play a game without a full roster.
  1. Teams will have to forfeit below 8 (ASA/USA shorthanded rule)

### **b. GAME LENGTH**

- i. 6U – 1 hour, finish the batter
- ii. 8U – 1:10 hour, finish the batter
- iii. 10U – 1:15, finish the batter
- iv. 12U and up – 1:15, finish the inning
- v. Maximum length of regulation games
  1. 6U, 8U – 5 innings
  2. 10U – 6 innings
  3. 12U – 7 innings

### **c. TIE BREAKER**

- i. All regular season league games can end in a tie.
- ii. Playoffs – all ages will use international tie breaker rules
  1. Standings will be kept for all age groups except the 6U division. Ties will be recorded in the standings as a ½ win and ½ loss.

2. Playoff matchups for 6U will be determined by blind draw.
3. For age groups in which standings are kept, the tie breaker for playoff seeding will be:

**Two Teams tied**

- a. Head to Head
- b. Record against remaining teams top to bottom
- c. Coin Flip

**Three or More Teams tied**

- a. Records of all teams tied will be compared against each other in a “mini round robin” until reaching a head to head comparison.
- b. If three or more teams are still tied, record against teams not included in the “mini round robin” will be compared, from best record to worst record, until reaching a head to head comparison.
- c. Once a two team head to head is reached, refer to the Two Team tiebreaker.

**d. RAINOUTS**

- i. In the event of a rainout, the following constitutes a completed game
  1. 3 innings finished (or 2 ½ innings if home team is ahead)
- ii. In the event of an incomplete game, the game will be rescheduled according to the league’s discretion. This also includes games rained out prior to starting.

**e. RESCHEDULING OF GAMES**

- i. Home association officials will be responsible for notifying managers/coaches of all postponements.
  1. Games not played due to rain will be rescheduled by the home park association. .
  2. Home association will be responsible for contacting all managers of the postponed games with the rescheduled date and time.
  3. If a manager/coach wishes to reschedule a game, he/she must notify the home park association no less than 24 hours before the game is to be played. Only short rosters and school functions will be accepted as a legitimate reason.
  4. Games will not be rescheduled more than once. If standings are kept and game cannot be rescheduled, both teams will be awarded a tie.

**f. SCOREKEEPING**

- i. The home team book is the official copy.
- ii. Scores will be reported using league provided game cards. Umpire crew for the game will be responsible for turning in the game cards to the designated

individual at each park at the completion of their games. Designated individual at each park will turn in game cards to designated individual who will update standings for each age group.

**g. PLAYER MINIMUM PLAYING TIME**

- i. It will be the responsibility of the manager/coach to exchange line-ups before each game and ensure that these rules are carried out.
  - 1. Late players to a game will report to the bottom of the lineup.
  - 2. The late player cannot be substituted in the middle of an inning as a defensive player.
- ii. Every player on lineup (roster) must bat at least once.
- iii. Players not starting in the field must be substituted throughout the game to ensure each rostered player gets as close to two innings of play as possible.
  - 1. A stopped game for any reason relieves the manager/coach of this responsibility.

**h. DETERMINATION OF FINAL STANDINGS AND TROPHIES**

- i. No standings are kept for 6U. At the end of the regular season, each player will receive a participation award.
- ii. 8U and up
  - 1. After the Spring season, a post-season playoff will take place to determine the final places.
  - 2. Trophies and awards will be determined according to the number of teams in each age division.
  - 3. No standings for any age division will be kept during the Fall season.

**i. PLAYING RULES AND REGULATIONS – 6U**

**i. GENERAL**

- 1. ALL coaches (and bench staff) must have their ACE certification badge with them at all times. A photo image of the front and back of the badge may be presented as proof of the background check and ACE certification. If the badge or photo image cannot be presented, that person will not be allowed on the field.
- 2. **Once the offensive team has scored 4 runs, or 3 outs are recorded, that half-inning will expire.**
- 3. The manager/coach will have the option to allow each batter to take all 5 swings off of the tee or may elect to pitch to their own batter 3 balls. If no ball is hit, then the batter may have two tries off the tee. If no ball is hit at this point, the batter will be out.
  - a. Pitcher/coach shall pitch with both feet inside the pitching circle. If one or both feet leave the circle the pitch shall be ruled a dead ball strike.
  - b. The pitcher shall be a coach from the team at bat.
  - c. The defensive pitcher must have at least one foot inside the pitching circle.

- d. The pitching coach may coach the batter only.
  - e. Batter will not be awarded first base if hit by pitch from the coach.
  - f. Ball not hit past the “arc” during coach pitch will be ruled a dead ball.
4. Each batter will be allowed a maximum of 5 swings per at bat. If the ball is not hit at this point, the batter is out, unless it is fouled off, then another swing is allowed until put in play or swing and miss occurs.
  5. No base stealing will be allowed.

## ii. **PLAYING FIELD**

1. Distance between bases will be 50 feet.
2. The pitching circle shall be defined as the area in the center of the diamond. The area will be outlined by a circle 16 feet in diameter with a pitching rubber in the center 30 feet from home plate.
3. An infield foul line shall be drawn 10 feet in radius from the back of home plate. This line shall be defined as the ‘arc’ or dead ball line.  
**Balls not hit past the “arc” will be ruled a dead ball.**
4. The coach’s box shall be 3 feet by 15 feet and shall not be closer than 8 feet from the base line.
5. The on-deck circle shall be defined as a circle 5 feet in diameter and shall be located in the vicinity of the dugouts.

## iii. **EQUIPMENT AND SAFETY REGULATIONS**

1. An 11” soft core softball shall be the official ball of this group. (RIFF 1)
2. The official bat of the age group shall be an ASA/USA approved softball bat.
3. Batters/runners will wear an ASA/USA approved helmet with face mask and chin strap at all times, including leaving and re-entering the dugouts.
4. The catcher will wear an ASA/USA approved catchers helmet, mash, chest and throat protectors. The mask may be removed after the ball is hit.
5. Girls playing in the pitcher’s position will be required to wear a face mask at all times during their defensive stand.

## iv. **GAME RULES**

1. A maximum of two defensive coaches will be allowed in the outfield grass during league play. Coaches are not allowed to touch the ball or interfere will game play. They can only coach the play. (2<sup>nd</sup> offense: confined to dugout). A 3<sup>rd</sup> coach may be behind the catcher to assist with equipment needs and may coach the play.
2. Offensive base coaches are permitted in the coaching box and First and Third. No base coach shall touch the runner while the ball is in play. A violation will result in an out.

3. All players will bat and in order listed on the lineup.

**v. BASE RUNNERS**

1. A base runner is not allowed to leave their base until the batter hits the ball when hitting off of the batting tee. Runner may lead off when the coach is pitching, but must wait until the ball leaves the pitchers hand. The runner can also be thrown out at the base they occupied. If the runner leaves the base prior to the batter hitting the ball off of the tee, the runner will return to the base they occupied and a non-strike dead ball will be called.
2. **On the first defensive overthrow (into fair or foul territory) while attempting an out, the runner can advance one base at risk of being thrown or tagged out by defense. Runners advancing beyond that base will be returned to the appropriate base by the umpire (based on the lead runner). The umpire reserves the right to make their best judgment of this situation during a game. Each situational circumstance may differ from one to the next and will dictate the judgment call made by the umpire.**

**j. PLAYING RULES AND REGULATIONS – 8U**

**i. GENERAL**

- 1.
2. **Once the offensive team has scored 6 runs, or 3 outs are recorded, that half-inning will expire.**
3. All innings will be coach pitch.
4. No infield fly or dropped 3<sup>rd</sup> strike.
5. No base stealing will be allowed

**ii. PLAYING FIELD**

1. Distance between bases will be 50 feet.
2. The pitching circle shall be defined as the area in the center of the diamond. The area will be outlined by a circle 16 feet in diameter with a pitching rubber in the center 30 feet from home plate.
3. There will be a batter's box 7 feet long and 3 feet wide. It shall extend 3 feet beyond home plate into the playing field.

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5. The coach's box shall be 3 feet by 15 feet and shall not be closer than 8 feet from the base line.
6. The on-deck circle shall be defined as a circle 5 feet in diameter and shall be located in the vicinity of the dugouts.

**iii. EQUIPMENT AND SAFETY REGULATIONS**

1. An 11" ( soft core softball shall be the official ball of this group. (RIFF 10)
2. The official bat of the age group shall be an USSSA approved softball bat.
3. Batters/runners will wear an USSSA approved helmet with face mask and chin strap at all times, including leaving and re-entering the dugouts.
4. The catcher will wear an USSSA approved catchers helmet, mash, chest and throat protectors. The mask may be removed after the ball is hit.
5. Girls playing in the pitcher and all infield positions will be required to wear a face mask at all times during their defensive stand.

**iv. GAME RULES**

1. A maximum of two defensive coaches will be allowed in the outfield grass during league play. Coaches are not allowed to touch the ball or interfere will game play. They can only coach the play. (2<sup>nd</sup> offense: confined to dugout). It is recommended that a 3<sup>rd</sup> coach be behind the catcher to assist in pace of play should the ball get by the catcher when a pitch is thrown. The 3<sup>rd</sup> coach may not interfere with any other aspect of play.
2. Offensive base coaches are permitted in the coaching box and First and Third. No base coach shall touch the runner while the ball is in play. A violation will result in an out.
3. All players will bat and in order listed on the lineup.
4. Coach pitch rules:
  - a. Pitcher/coach shall pitch from the pitcher's circle and both feet must remain within the circle. If one or both feet leave the circle, the pitch will be ruled a dead ball strike.
  - b. The pitcher shall be the coach from the team that is at bat.
  - c. The defensive pitcher must have at least one foot inside the pitcher's circle.
  - d. The pitching coach may coach the batter only.
  - e. Batter is not awarded first base if the pitching coach hits the batter with the ball.

5.

6. A base runner is allowed to leave the base when the pitcher or coach/pitcher has released the ball. If the runner leaves early, the runner will be called out. The runner can also be thrown out at the base they occupied.
7. **On the first defensive overthrow (into fair or foul territory) while attempting an out, the runner can advance one base at risk of being thrown or tagged out by defense. Runners advancing beyond that base will be returned to the appropriate base by the umpire (based on the lead runner). The umpire reserves the right to make their best judgment of this situation during a game. Each situational circumstance may differ from one to the next and will dictate the judgment call made by the umpire.**
- 8.

**b. PLAYING RULES AND REGULATIONS – 10U**

**i. GENERAL**

- 1.
2. The game consists of 6 innings. A minimum of 3 full innings is required to constitute a completed game.
3. Once an offensive team has scored 6 runs, or 3 outs are recorded, that half-inning will expire.
4. Player pitches the entire game including the 'no walk' rule.
  - a. Coach of the batter will pitch the remaining strikes to the batter.
  - b. No hit ball results in an out.

**ii. PLAYING FIELD**

1. Distance between bases will be 60 feet.
2. The pitching circle shall be defined as the area in the center of the diamond. The area will be outlined by a circle 16 feet in diameter with a pitching rubber in the center 35 feet from home plate.
3. There will be a batter's box 7 feet long and 3 feet wide. It shall extend 3 feet beyond home plate into the playing field.

4. The coach's box shall be 3 feet by 15 feet and shall not be closer than 8 feet from the base line.
5. The on-deck circle shall be defined as a circle 5 feet in diameter and shall be located in the vicinity of the dugouts.

**iii. EQUIPMENT AND SAFETY REGULATIONS**

1. An 11" (hard-core Dream Seam) softball shall be the official ball of this age group.
2. Bats must meet USSSA specifications and be rated for fast pitch.
3. Batters/runners will wear an USSSA approved helmet with face mask at all times, including a chin strap, even when leaving and entering the dugout.
4. The catcher will wear an USSSA approved catchers helmet, mash, chest and throat protectors. The mask may be removed after the ball is hit.
5. Girls playing in the pitcher's and all infield positions will be required to wear a face mask at all times during their defensive stand.

**iv. GAME RULES**

1. 9 or 10 players may be used at the discretion of each manager. This decision must be made prior to the start of the game. If a 10<sup>th</sup> players is elected, four outfielders designated as left, left-center, right, and right-center will be used.
2. A maximum of 6 players, including the pitcher and catcher may be in the infield.
3. No dropped 3<sup>rd</sup> strike rule or infield fly will be used during league play.
4. Th<sup>e</sup> batter will be considered out after three strikes. If 4 balls occur first, the manager/coach will then pitch to the batter.
5. The 'no walk' rule shall apply as follows:
  - a. A batter shall not be allowed to advance to first base after the pitcher has thrown 4 balls, before the 3<sup>rd</sup> strike.
  - b. In lieu of a walk (base on balls) being awarded to the batter, a designated manager/coach will pitch to the batter the remaining count of strikes.
6. Coach pitch rules:
  - a. Pitcher/coach shall pitch from the pitcher's plate.
  - b. The pitcher will be the manager/coach from the team that is at bat.
  - c. The defensive pitcher must have at least one foot inside the pitcher's circle.
  - d. The pitching coach may coach the batter only.
  - e. Batter is not awarded first base if the pitching coach hits the batter with the ball.



- f. The catcher will throw the ball back to the defensive pitcher rather than the pitcher/coach.
- 7. Bunting is allowed during kid pitch ONLY.
- 8. A base runner may steal Second and Third base while a player is pitching. Under no circumstances can a base runner steal Home, including pick-off overthrows.
- 9. A base runner may steal more than one base at a time, but cannot advance past third base.
- 10. A runner may not score from third base on an unbatted ball.
- 11. Any runner that has left a base may be picked off. The runner may advance to the next base on an overthrow, but cannot advance past third base.
- 12. Hit by pitch – Determination of awarding first base due to hit by pitch by kid pitcher will be at the judgment of the umpire in accordance with USA Softball rule book.

**c. PLAYING RULES AND REGULATIONS – 12U**

**i. GENERAL**

- 1.
- 2. The game consists of 7 innings.
- 3. Once an offensive team has scored 6 runs, or 3 outs are recorded, that half-inning will expire.
- 4. Dropped 3<sup>rd</sup> strike, infield fly rule, and stealing of any base are allowed.

**ii. PLAYING FIELD**

- 1. Distance between bases will be 60 feet.
- 2. The pitching circle shall be defined as the area in the center of the diamond. The area will be outlined by a circle 16 feet in diameter with a pitching rubber in the center 40 feet from home plate.
- 3. There will be a batter's box 7 feet long and 3 feet wide. It shall extend 3 feet beyond home plate into the playing field.
- 4. The coach's box shall be 3 feet by 15 feet and shall not be closer than 8 feet from the base line.
- 5. The on-deck circle shall be defined as a circle 5 feet in diameter and shall be located in the vicinity of the dugouts.

**iii. EQUIPMENT AND SAFETY REGULATIONS**

- 1. A 12" (hard core Dream Seam) softball shall be the official ball of this age group.
- 2. Bats must meet USSSA specifications and be rated for fast pitch.

3. Batters/runners will wear an USSSA approved helmet with face mask at all times, including a chin strap, even when leaving and entering the dugout.
4. The catcher will wear an USSSA approved catchers helmet, mash, chest and throat protectors. The mask may be removed after the ball is hit.
5. Girls playing in the pitcher's and all infield positions will be required to wear a face mask at all times during their defensive stand.

**iv. GAME PLAYING RULES**

1. A maximum of 6 players, including the pitcher and catcher may be in the infield, with a total of 9 players on the field during the defensive stand.

**d. MANAGER/COACH RULES OF CONDUCT**

**i. GENERAL**

1. Must successfully pass a completed background check through USSSA.
- 2.
3. Must successfully complete the appropriate level of ACE training through USSSA.
  - a. Incompletion of #1, #2 or both can/will result in removal from any contact with the players during that game. If no other manager/coach is present with these requirements during the allotted game slot, the game will result in a forfeit and the standings will be reflected as a loss.
4. Manager/coach must act accordingly at all times.
  - a. No foul/obscene language will be tolerated at any time.
    - i. Any violation will result in removal from the game/park at the judgment of the home plate umpire.
    - ii. Repeated offenses of this nature could result in a revocation of coaching privileges for the remainder of the season, or be indefinite.
5. Manager/coach must remain in coach's box during offense, unless a time-out is called.
6. No manager/coach shall interfere with any play
  - a. Includes offense and defense
7. Coaches that disagree with an umpire's call may call 'time' when the play is stopped by the umpire. The coach may then approach the umpire, away from the players, to discuss the call.

- a. Any misconduct by the coach may warrant ejection from the game and/or the ballpark.
- 8. Appeal process:
  - a. If the coach disagrees with the call after meeting with the umpire, the coach may then use the Appeal Process. To appeal a call, the coach that disagrees must submit in writing their complaint, include the date and time of game, name of both teams and age division, and the name of the umpire. With the submitted appeal, the coach must also pay \$30 to make the challenge. At this point, the President of the league, Umpire in Charge, and Umpire of the game will consider the matter. The end decision is final and will affect the standings, if the appeal warrants a change. **A judgment on a call CAN NOT be appealed. ONLY a miss application of a rule can be appealed.**

e. **UMPIRE RULES OF CONDUCT**

i. **GENERAL**

- 1. No foul/obscene language will be tolerated at any time.
- 2. Repeated offenses of this nature could result in a revocation of privileges for the remainder of the season, or be indefinite.
- 3. This decision will be made jointly by the UIC and the Board of the league in the town the offensive nature occurred.