

Owasso-Skiatook League Rules

Rules are basic in nature and modify the existing ASA rule book. These rules will stand as of January 01, 2016 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 shorthanded rule)

b. MAXIMUM RUNS

- i. Teams will change sides after 6 runs regardless of age group division

c. GAME LENGTH

- i. 6U – 1:00 hour, finish the batter
- ii. 8U – 1:10 hour, finish the batter
- iii. 10U – 1:15, finish the batter
- iv. 12U and up – 1:20, finish the inning
- v. Maximum length of regulation games
 1. 6U, 8U – 5 innings
 2. 10U – 6 innings
 3. 12U and up – 7 innings

d. TIE BREAKER

- i. 6U & 8U – can end in a tie. **NO TIE BREAKERS**
- ii. 10U and up – use international tie breaker rules
 1. If standings are kept, all ages minus the 6U division, each team will be awarded a ½ win and ½ loss in the result of a tie after max innings is reached.

e. RAINOUTS

- i. In the event of a rainout, the following constitutes a completed game
 - 1. 3 innings finished
- 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.

f. RESCHEDULING OF GAMES

- i. Age Group Coordinator (AGC) shall notify managers/coaches of all postponements.
 - 1. Games not played due to rain will be rescheduled by the scheduler and league coordinator according to the league's discretion.
 - 2. AGC will notify each manager/coach of the new game, time, and date.
 - 3. If a manager/coach wishes to reschedule a game, he/she must notify the AGC 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. The game will not be rescheduled more than once. If standings are kept and game cannot be rescheduled, both teams will be awarded a tie.

g. SCOREKEEPING

- i. The home team book is the official copy.
- ii. Teams shall report their score to the respective AGC.

h. 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.

i. DETERMINATION OF FINAL STANDINGS AND TROPHIES

- i. No standings are kept for 6U. Participation trophies at the end of the playoffs will be awarded to each player.
- 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.

j. PLAYING RULES AND REGULATIONS – 6U

i. GENERAL

1. **ALL coaches (and bench staff) must wear ACE certification badge visible at all times.**
2. Once an offensive team has scored 6 runs, or 3 outs, that half-inning will expire.
3. The manager/coach will 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.
4. 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. It will be used when hitting off the tee **ONLY**.
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 approved softball bat.
3. Batters/runners will wear an ASA 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 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. Defensive coaches will be allowed in the outfield during league play. Coaches are not allowed to touch the ball or interfere with game play. They can only coach the play. (2nd offense: confined to dugout).
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:
 - J. Pitcher/coach shall pitch with both feet within the circle.
 - K. The pitcher shall be the coach from the team that is at bat.
 - L. The defensive pitcher must have both feet inside the pitcher's circle.

- M.** The pitching coach may coach the batter only.
- N.** Batter is not awarded first base if the pitching coach hits the batter with the ball.
- O.** Balls not hit past the 'arc', when hitting off the tee, will be ruled a dead ball.

v. BASE RUNNERS

- 1.** A base runner is not allowed to leave their base until the batter hits the ball. If the player does, 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 at risk of being thrown or tagged out by defense. Runners advancing beyond the awarded 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 judgement of this situation during a game. Each situational circumstance may differ from one to the next and will dictate the judgement call made by the umpire.**

k. PLAYING RULES AND REGULATIONS – 8U

i. GENERAL

- 1.** No tie breakers during league play.
- 2.** 5 innings maximum
- 3.** Innings 1 & 2 will be coach pitch. Innings 3 & 4 will be kid pitch. If 5th inning is reached, will be coach pitch.
 - J.** Kid pitch innings will follow the 'no walk rule' and coach of the batter will enter the pitching circle to throw the remaining number of strikes. No ball hit results in an out.
- 4.** No infield fly or dropped 3rd 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.
- 4.** 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.
- 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 1)
2. The official bat of the age group shall be an ASA approved softball bat.
3. Batters/runners will wear an ASA 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 approved catchers helmet, mask, 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. Defensive coaches will be allowed between each base during league play. Coaches are not allowed to touch the ball or interfere with game play. They are only allowed to 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.
4. Coach pitch rules:
 - J. Pitcher/coach shall pitch from the pitcher's plate.
 - K. The pitcher shall be the coach from the team that is at bat.
 - L. The defensive pitcher must have at least one foot inside the pitcher's circle.
 - M. The pitching coach may coach the batter only.
 - N. Batter is not awarded first base if the pitching coach hits the batter with the ball.
5. A batter may square to bunt and bunt the ball. Batter may decide to pull back and if they do, they no longer can hit at that pitch. If they do, the batter will be out and no runners may advance. **BUNTING IS ONLY ALLOWED DURING KID PITCH.** A dead ball and a strike called if coach is pitching.
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 at risk of being thrown or tagged out by defense. Runners advancing beyond the awarded 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 judgement of this situation during a game. Each situational circumstance may differ from one to the next and will dictate the judgement call made by the umpire.**

I. PLAYING RULES AND REGULATIONS – 10U

i. GENERAL

1. The game consists of 6 innings. A minimum of 3 full innings is required to constitute a completed game.
2. The time limit is 1:15
3. Player pitches the entire game including the 'no walk' rule.
 - J. Coach of the batter will pitch the remaining strikes to the batter.
 - K. 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) softball shall be the official ball of this age group.
2. Bats must meet ASA specifications and be rated for fast pitch.
3. Batters/runners will wear an ASA 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 ASA 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. 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 10th player 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. While a player is pitching, strikes will be called by the umpire.
4. No dropped 3rd strike rule will be used during league play.
5. The batter will be considered out after three strikes. If 4 balls occur first, the manager/coach will then pitch to the batter.
6. The 'no walk' rule shall apply as follows:

- J. A batter shall not be allowed to advance to first base after the pitcher has thrown 4 balls, before the 3rd strike.
 - K. 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.
7. Coach pitch rules:
- J. Pitcher/coach shall pitch from the pitcher's plate.
 - K. The pitcher will be the manager/coach from the team that is at bat.
 - L. The defensive pitcher must have at least one foot inside the pitcher's circle.
 - M. The pitching coach may coach the batter only.
 - N. Batter is not awarded first base if the pitching coach hits the batter with the ball.
 - O. The catcher will throw the ball back to the defensive pitcher rather than the pitcher/coach.
8. Bunting is allowed during kid pitch ONLY.
9. 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.
10. A base runner cannot, under any circumstances, steal more than one base at a time.

m. PLAYING RULES AND REGULATIONS – 12U

i. GENERAL

- 1. The game consists of 7 innings. A minimum of 3 full innings is required to constitute a completed game.
- 2. The time limit is 1:20
- 3. Dropped 3rd 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) softball shall be the official ball of this age group.
- 2. Bats must meet ASA specifications and be rated for fast pitch.

3. Batters/runners will wear an ASA 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 ASA 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 ONLY IF COACH/PARENT REQUIRES.

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.

n. PLAYING RULES AND REGULATIONS – 14U

i. GENERAL

1. The game consists of 7 innings. A minimum of 3 full innings is required to constitute a completed game.
2. The time limit is 1:20
3. Dropped 3rd 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 43 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) softball shall be the official ball of this age group.
2. Bats must meet ASA specifications and be rated for fast pitch.
3. Batters/runners will wear an ASA 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 ASA 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 ONLY IF COACH/PARENT REQUIRES.

o. MANAGER/COACH RULES OF CONDUCT

i. GENERAL

1. Must successfully pass a completed background check through ASA.

2. Must successfully complete the appropriate level of ACE training through ASA.
 - J. 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.
3. Manager/coach must act accordingly at all times.
 - J. No foul/obscene language will be tolerated at any time.
 - i. Any violation will result in removal from the game/park at the judgement 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.
4. Manager/coach must remain in coach's box during offense, unless a time-out is called.
5. No manager/coach shall interfere with any play
 - J. Includes offense and defense
6. 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.
 - J. Any misconduct by the coach may warrant ejection from the game and/or the ballpark.
7. Appeal process:
 - J. 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 judgement on a call CAN NOT be appealed. ONLY a miss application of a rule can be appealed.**

p. 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.