



OSHKOSH YMCA YOUTH BASEBALL

4-12 YEAR OLD LEAGUE RULES

SAFETY RULES

WEATHER AND DARKNESS

- 1) No games or practices will be held when weather conditions are unfavorable or it is deemed to be too dark. This is especially true if there is lightning present or if a severe weather warning has been issued for the game area. The baseball coordinator will consult with both coaches and if conditions are unsafe, play will be called or suspended. If the baseball coordinator is not present, the umpire will have the final decision.

EQUIPMENT

- 1) All batters/runners, youth player base coaches, and on-deck batters are required to wear approved protective helmets at all times. (Games and Practices) Adult base coaches are encouraged to wear protective helmets as well.
- 2) Players may not wear jewelry of any kind (watches, earrings, rings, pins, jewelry, necklaces, Phiton or other break away neckwear, or any other metallic objects) Exception: Medical alert identification.
- 3) Shoes with metal spikes or cleats are prohibited.
- 4) All catchers must wear a helmet with a mask, shin protectors, a chest protector, and protective cup when catching. Any player warming up a pitcher on the field must wear a helmet with a mask, chest protector, and a protective cup.
- 5) It is strongly recommended that all players wear an athletic supporter and cup while playing and practicing.
- 6) All bats must meet Official Little League specifications (32" maximum length, 2 ¼" maximum barrel diameter, and a 1.15 BPF).
- 7) For 4-5, 5-6 and 7-8 League any League Approved Safety Baseball is acceptable for games and/or practices. Each 9-10 and 11-12 team will be provided with League Approved Little League Baseballs. Each team is responsible for supplying one game ball per game.
- 8) Players are required to wear their full YMCA uniform during games. Full uniform is defined as the: team hat, team shirt, baseball pants, socks, and shoes. Sweatpants are acceptable but not recommended. Jeans and shorts are not allowed.

ADDITIONAL SAFETY RULES

- 1) Players will only be permitted to play and practice within their own leagues (9-10 and 11-12 will participate within their respective divisions only).
- 2) During warm-up drills, players should be lined up so as to avoid possible injury; having everyone line up side-by-side and throw in the same direction is the safest.

- 3) Warming- up should only be done in a safe area where fans and players cannot be inadvertently injured.
- 4) No teams are allowed to warm-up in the vicinity of the concession stand
- 5) Hanging on or putting fingers through the fence is strictly prohibited. This applies to all players, coaches, and spectators. The umpire will halt the game until the activity ceases.
- 6) No one is allowed within 10' of the backstop directly behind the catcher
- 7) The batter and on-deck batter are the only players that are allowed to swing bats. There will be no swinging of bats outside the field of play.
- 8) When a player inadvertently throws the bat after hitting the ball or while swinging at a pitch, the team will be warned. Another offense will be an automatic out (at the discretion of the umpire).
- 9) No misuse or abuse of equipment will be tolerated. There will be no throwing of bats, helmets, or other equipment. The first offense will result in the player being removed from the game. If occurrence is at the end of a game, the player will not be allowed to play in the next game.
- 10) All players that are not on the field are required to be in the dugout at all times, except to warm-up a new pitcher. Only coaches and players are allowed in the dugout. A designated bat boy/girl is allowed as long as they are supervised by a coach at all times. The bat boy/girl must always wear a protective helmet.
- 11) The pitcher's mound will be 46' from home plate. Bases will be 60' apart.
- 12) Baserunners are required to slide during any close play being made at home plate. If a baserunner is in violation of this rule, they will be called out. The catcher may not block the plate or baseline without having or making a play on the ball. If the catcher violates this rule, the runner will be awarded home.
- 13) Players must slide at second or third base if there is a close play being made at the base. Runners who fail to slide will be called out. The defensive player may not block the base without having the ball.
- 14) Baserunners that slide should do so to avoid contact with defensive players. Players who violate this rule will be called out. It is the umpire's discretion as to if the runner attempted to avoid contact with other players.
- 15) No head first sliding is allowed while advancing. Players are allowed to dive headfirst back into a base to avoid a tag.

GENERAL RULES

- 1) Abusive or profane language by anyone playing in, coaching, or attending any YMCA Youth Baseball game is prohibited. If the coordinator or umpires feel that any coaches, players, or spectators are guilty of any unsportsmanlike conduct, those individuals will be removed from the game and asked to leave the city park.
- 2) The use of alcohol, tobacco, or E-cigarettes is prohibited in the park during any YMCA approved event. Violation of this is grounds for dismissal from the city park.
- 3) No team will be allowed more than one (1) coach and two (2) assistant coaches in the dugout during the ball game.
- 4) A coach or assistant may warm up their pitcher.
- 5) A coach may walk down the baseline for only two (2) offensive conferences per inning.

- 6) Players involved in tournament baseball will have the same commitment expectations to their league teams, which includes being present during practices and games. The league coach has the right to suspend a player's game privileges if the player fails to fulfill commitment expectations.
- 7) All players must be registered and paid in full prior to participating in any YMCA Baseball activities for insurance purposes. Only YMCA players may participate in practice.
- 8) Visitors get the playing field from 30 to 15 minutes prior to the scheduled start time. The home team will have the field from 15 minutes prior up to the start of the first game. If the first game runs long, a maximum of 5 minutes of on field warm-up will be allowed for each team. More time may be allowed with the agreement of coaches, umpires, and the coordinator.
- 9) No player can sit the bench on defense for more than one inning at a time unless due to injury, illness, or disciplinary reasons.
- 10) Any warning issued by an umpire for violation of the rules applies to both teams. The umpire will communicate the rule violation to both coaches, and from then on warnings for said violation will no longer be issued. The coaches are responsible for relaying information to their players.
- 11) Any player returning to a base as a result of a league rule or umpire's ruling will do so with immunity. The umpire will call time on the field, and it will be handled as a "dead ball" situation.

PRACTICE

- 1) T-Ball (4-5 year olds) will have practice 30 minutes prior to the start of each game. The visiting team will practice first in the infield.
- 2) Coach Pitch and Player Pitch teams will be allocated one 60 minute practice per week.

PLAYING RULES - TEE-BALL (4-5 YEAR OLDS)

- 1) The batter will hit off of a tee.
- 2) Teams will bat the entire roster, and the half inning will be over after having done so.
- 3) There will be no bunting.
- 4) There is no stealing of bases.
- 5) A runner may turn either way after running through first base without jeopardy.
- 6) Coaches will not touch runners to aid them. Base coaches may point to, or run alongside the runner to the next base if necessary.
- 7) Hitters and baserunners will only be allowed to advance one (1) base at a time.
- 8) Ten (10) players will play on defense. Four (4) players will be in the outfield.
- 9) Infielders cannot move in on a batter that is presumed to be a weak hitter.
- 10) A game will be one (1) hour in length or three (3) complete innings, whichever occurs first. After one (1) hour, complete the inning so that each team bats the same amount of times, or fifteen (15) minutes past the time limit.

- 11) Leading off is not allowed. Baserunners cannot leave the base until the batter hits the ball.
- 12) All players must play a minimum of two (2) innings in the infield each game.
- 13) Three (3) coaches may take the field on defense. Two (2) must stand in the outfield and one (1) must stand in the infield. Coaches may assist players verbally, but not physically.

PLAYING RULES – COACH PITCH (5-6 YEAR OLDS)

- 1) Games will be five (5) complete innings or one hour, whichever occurs first. After one hour, complete the inning so that each team bats the same amount, or until fifteen (15) minutes past the time limit.
- 2) Teams will bat until they score seven (7) runs in that inning, bat the roster limit, or three (3) outs.
- 3) The batting team's coach will pitch. The coach will be defined as any adult in association with the team (Someone who can throw in the strike zone is preferred).
- 4) A batter will receive seven (7) pitches unless they strike out, so players should be encouraged to swing at good pitches. No at-bat can end with a foul ball.
- 5) Teams will bat the entire roster.
- 6) Batting order must alter from game to game to allow all of the players to bat in the top three (3) batting positions.
- 7) The pitching coach cannot field the ball. If the batted ball hits the coach, the play is ruled as a "dead ball". Runners will be returned to their respective bases and it will be declared a "do-over".
- 8) Base stealing is not allowed. Runners may lead off after the ball crosses the plate.
- 9) No runner may advance more than two (2) bases at a time.
- 10) Athletic cups and supporters are RECOMMENDED for all players. Catchers are not required to wear one in this division, but it is STRONGLY RECOMMENDED.
- 11) Teams will be allowed ten (10) players in the field. The tenth player will remain in the outfield.
- 12) Players must play a minimum of two (2) innings in the infield per game. There are no substitution restrictions.
- 13) Two (2) defensive coaches can be on the field.

PLAYING RULES – COACH PITCH (7-8 YEAR OLDS)

- 14) Games will be five (5) complete innings or one and a half (1 ½) hours, whichever occurs first. After one and a half (1 ½) hours, complete the inning so that each team bats the same amount, or until fifteen (15) minutes past the time limit.
- 15) Teams will bat until they score seven (7) runs in that inning, bat the roster limit, or three (3) outs.
- 16) The batting team's coach will pitch. The coach will be defined as any adult in association with the team (Someone who can throw in the strike zone is preferred).

- 17) A batter will receive seven (7) pitches unless they strike out, so players should be encouraged to swing at good pitches. No at-bat can end with a foul ball.
- 18) Teams will bat the entire roster.
- 19) Batting order must alter from game to game to allow all of the players to bat in the top three (3) batting positions.
- 20) The pitching coach cannot field the ball. If the batted ball hits the coach, the play is ruled as a "dead ball". Runners will be returned to their respective bases and it will be declared a "do-over".
- 21) Base stealing is not allowed. Runners may lead off after the ball crosses the plate.
- 22) No runner may advance more than two (2) bases at a time.
- 23) Athletic cups and supporters are RECOMMENDED for all players. Catchers are not required to wear one in this division, but it is STRONGLY RECOMMENDED.
- 24) Teams will be allowed ten (10) players in the field. The tenth player will remain in the outfield.
- 25) Players must play a minimum of two (2) innings in the infield per game. There are no substitution restrictions.
- 26) Two (2) defensive coaches can be on the field.

PLAYING RULES – PLAYER PITCH (9–10 & 11–12 YEAR OLDS)

- 1) All games will be six (6) innings in length or one (1) hour and thirty (30) minutes in length, unless otherwise shortened by the ten (10) run rule. The ten (10) run rule applies to a team that is ahead by ten (10) or more runs after four (4) complete innings (three and a half innings if the home team has the advantage).
- 2) In the 9-10 year old division, ten (10) players may play the field. Four (4) players will be required to be in the outfield. In the 11-12 year old division, nine (9) players may play the field. Three (3) players will be required to be in the outfield.
- 3) The home team will keep the official scorebook.
- 4) The home plate umpire will announce the official start time of the game. The home team's scorekeeper will make note of the start time in the official scorebook.
- 5) The completion of four (4) innings will constitute a complete game. Games that are suspended short of the four (4) innings, due to weather or darkness, will be completed from the point of suspension.
- 6) If a team is ahead by eight (8) or more runs at the start of an inning, no member of the leading team may bat more than once during that inning.
- 7) All players on the team must play the field at least three (3) innings per game. Shortened games and injury may affect this rule. An unlimited substitution rule is in effect. Teams will bat the entire roster.
- 8) A forfeit shall be declared if a team cannot field seven (7) eligible players. There will be a fifteen (15) minute window from the scheduled start time before the forfeit is declared.

- 9) If a team is unable to play on their regularly scheduled league time, the game will be considered a forfeit. No games will be rescheduled, with an exception of games cancelled due to weather. Cancelled games will be rescheduled by the Baseball Coordinator.
- 10) There will be no automatic out if a team plays with seven (7) or eight (8) players.
- 11) There will be no automatic out if a player is no longer able to hit due to illness, injury, or ejection. The player's spot in the lineup will be skipped and play will resume with the next hitter.
- 12) Infield fly rules will be in effect and enforced. Balks will not be enforced and any illegal pitch will be handled as a "dead ball" situation.
- 13) There will be no intentional walking of a batter. If the umpire rules that a hitter is being intentionally walked, a "dead ball" will be called for each pitch until the pitcher pitches to the batter.
- 14) A courtesy runner will be allowed for the catcher when they are on base with two (2) outs. This is to allow the catcher to put the catcher's gear on.
- 15) Any substitute runner will be the player who made the last out. This applies to courtesy runners, and any runners that need to be replaced as a result of illness, injury, or ejection.
- 16) A runner can turn either way after running through first base. If the baserunner makes any attempt to advance, their immunity is forfeited and they can be tagged out.
- 17) A runner cannot leave the base until the ball has crossed home plate. Any runner leaving early will lead to the umpire issuing a warning. If the ball is hit, the umpire will declare a "dead ball" and all runners must return to their respective bases. Violations of this rule following the initial occurrence will result in the runner being out.
- 18) If the catcher drops the third strike, the batter cannot advance and is out. On a caught foul tip with two (2) strikes, the batter is out. Runners may advance in both situations.
- 19) A batter cannot advance beyond first base on a walk. A runner on base may only advance one base on a walk unless a play is made on them.
- 20) In the 9-10 year old division, no runner can steal home unless a play is made directly on that runner. In the 11-12 year old division, runners can steal home any time after the ball crosses the plate.
- 21) If a base coach at first or third base touches, holds, or physically assists the runner in returning to, or leaving a base, the runner is out. This includes if a runner runs or falls into the base coach, stopping or slowing their momentum.
- 22) Players and coaches on the hitting team shall vacate any space needed by a fielder who is attempting to field a batted or thrown ball. Violation of this rule is interference, and the batter or runner on which the play is being made will be called out. All other runners will return to their respective bases.
- 23) If a runner is suspected of missing a base or leaving early on a fly ball, a coach may ask for a ruling without a required formal appeal process. The umpire will then make a ruling.
- 24) Hitters cannot square to bunt, pull the bat back, and attempt to swing at the pitch. If a hitter squares to bunt at a pitch, they can either bunt the ball or take the pitch.

- 25) A batter must make an attempt to get out of the way of a pitched ball. If a batter is hit by a pitch without attempting made to get out of the way, the pitch will be called a "ball" and no base will be awarded. Runners will not be allowed to advance as it is a "dead ball".
- 26) If a batter is hit by a pitch in the act of swinging, a "strike" will be called, and the batter will not be awarded first base. The same is true if a batter is hit by a pitch that is in the strike zone. Runners will not be allowed to advance as it is a "dead ball".

PITCHING RULES - PLAYER PITCH (9-10 & 11-12 YEAR OLDS)

- 1) Any player on the team roster is allowed to pitch. A pitcher may throw not more than two (2) innings per game.
- 2) Delivery of a single pitch constitutes having pitched one inning.
- 3) Any pitcher that is removed from pitching will no longer be able to pitch in that game.
- 4) Any pitcher who hits two (2) batters with wild pitches in one (1) inning must be removed from pitching for the remainder of the game. A pitcher must also be removed if they hit three (3) batters in any one (1) game.
- 5) Pitchers will not be allowed to attach any foreign material or substance to their person, uniform, or glove.
- 6) A player that is pitching will not be allowed to wear sweatbands, batting gloves, sunglasses, or anything else on their hands or wrists.
- 7) If a coach visits the same pitcher two (2) times in an inning, he will be required to change pitchers during the second visit.
- 8) Each pitcher will be allowed a maximum of eight (8) warm up pitches upon entering the game. The pitcher will then be allowed five (5) warm up pitches before their second inning on the mound.
- 9) The throwing of curve or breaking balls is prohibited. The pitch will be called a "dead ball".