

Youth Sports Optimist

**1900 S. Sunnyslane
Del City, Oklahoma 73115
(405) 672-5055**

Del City Ball Park

**1900 S. Sunnyslane Rd, Del City, Ok 73115
(Behind Del City High School)
(405) 672-5055
Park Owners: Mike Estep & Heath Browning**

Youth Sports Optimist Club operates Del City Ball Park and is dedicated to providing a place for kids to learn the rules and fundamentals of baseball/softball. These rules are established to help achieve the highest standard of sportsmanship and fair play while maintaining a safe and enjoyable environment. All announcements made at the ballpark on day of games will be official rules of play at the parks.

Boy Pitch Rules and Regulations

Youth Sports Optimist operates Del City Ball Park. We will play by local park rules in conjunction with Oklahoma High School rules published by the OSSAA. Local park rules will take precedence. Ball Park staff will determine field playing conditions. The age cut-off for Baseball is May 1st of the current year (Example: A player who turns 10 before May 1st of the current year is too old to play 9 year old and must play in the 10 year old division).

PLAYER LIMIT: Each team will provide ballpark with a completed roster. Maximum number of players on roster is 15. Each team will be required to provide ballpark staff with copies of birth certificates (no hospital certificates) for each player in the event a team is protested for player eligibility. It is the responsibility of each coach to ensure all information on their teams roster is correct. Any discrepancy in the roster could lead to suspension, forfeiture of game(s), and forfeiture of any and all fees paid.

LEAGUE GAME PROTEST: A protest which involves an umpires judgment in not permitted. If a protest is based on an interpretation of the playing rules the protesting head coach, (the coach listed as the head coach on the teams official roster) must, at the time the play/ruling occurs, notify the home plate umpire, the opposing coach and the scorekeepers that the game is being played under protest. The coach must state what rule/ruling he is protesting. The plate umpire will make a note of the time and situation of the game, and instruct the scorekeepers to make notes in each teams scorebook. The game will continue and be completed. The protesting coach **MUST**, immediately following the game, report the protest to the park officials and pay a \$100.00 protest fee. Protest fee must be paid in certified funds. Protesting coach will state, in writing, the purpose of protest. The protest will be heard by the park Protest Committee within seven (7) days. The Protest Committee will be made up of two park officials, head umpire, and two impartial coaches from another age division. All involved parties will be heard. A decision will be made by the Protest Committee and will be announced to all parties. In the event the protest is ruled invalid, the protest fee is forfeited. If the protest is ruled valid, the correct ruling will be applied, from the time of the protest, and the game will be played from that point forward. Both teams will be advised of the rescheduled game time and date. The decision of the Protest Committee will be final. Protest for player eligibility will follow the same process, except, the umpire will immediately stop the game and bring the protest to the ballpark office staff. The ballpark office staff will hear the protest, review all documents, and rule on the protest. If the protest is ruled valid, the game will be forfeited and the fee will be refunded. If the protest is upheld, the fee will not be refunded and the game will resume where it was stopped.

TOURNAMENT GAMES PROTEST: Protests during tournament games will not be allowed, except for player eligibility, including age. In the event a coach wishes to file a protest, based on eligibility of a player, the head coach, (The coach listed on the teams roster on file with the ballpark) must notify the home plate umpire of their desire to file a protest. This must be done during the game in which the player being protested is participating. The home plate umpire will immediately suspend the game. There is a \$100.00 protest fee for each protest filed. The protest fee must be in certified funds. The umpire will direct the head coach to the ballpark office where the protest fee is due immediately upon arrival. The protesting coach will be asked to put his/her protest in writing. Once this is done, park officials will review all documents, including rosters, scorebooks, birth certificates, etc, to determine if the protest is valid. In the event park officials determine the protest is not valid, the protest fee is forfeited and the game will resume from the time and place it was suspended. If the park officials rule the protest is valid, the game will be declared a forfeit, with the offending team being declared the losing team and the protesting team being declared the winners. In the case of a valid protest, the protest fee is refunded in full.

STARTING THE GAME: Teams will have line-up completed and be ready to play at the scheduled game time. **GAME TIME WILL START AT THE COIN FLIP.** (Do not delay in

getting your players on the field, the game clock is running) A team may start a game with as few as seven players, taking two automatic outs in the 8 and 9 position in the batting order. If a player arrives late they will take the batting position in the lineup where the first automatic out is listed, and so on. Any team not fielding at least 7 players at any time during the game will forfeit. EXCEPTION: If the ballpark staff is advised of a problem concerning a team not being on time, at the discretion of the park staff, the game may be held until the team arrives. There will be a five minute grace period, for league games only, for teams that do not have at least 7 players present at game time.

REQUIRED EQUIPMENT: Both teams must provide a new or like new 9" baseball for each game. Ball must be cushioned cork center, leather cover. Protective head gear (batting helmets) must be worn by all offensive players while on the playing field. Shin Guards, protective cup, chest protector, catchers mask with throat protector, must be worn while catching. Coaches will make certain all their players have required equipment, It is the coach and parents responsibility to ensure all players have proper equipment for safety.

DIAMOND SIZE:

9&10 Year Old 65' bases 46' Pitching
11&12 Year Old 70' bases 50'6" Pitching
13&14 Year Old 80' bases 54' Pitching
15&16 Year Old 90' bases 60'6" Pitching

REGULATION GAME: LEAGUE TOURNAMENTS

9&10 Year Old 6 innings or 1:15 6 innings or 1:15
11&12 Year Old 7 innings or 1:30 7 innings or 1:20
13&14 Year Old 7 innings or 1:45 7 innings or 1:30
15&16 Year Old 7 innings or 1:45 7 innings or 1:45

RUN RULE:

Applies to age divisions 9yr, 10yr, 11yr, 12yr
12 runs after 3 innings, 2-1/2 if the home teams is leading
10 runs after 4 innings, 3-1/2 if the home team is leading
8 runs after 5 innings, 4-1/2 if the home teams is leading
20 runs after any completed inning
The following applies to 13yr, 14yr, 15yr, 16yr
12 runs after 3 innings, 2-1/2 if the home team is leading
10 runs after 4 innings, 3-1/2 if the home team is leading
8 runs after 5 innings, 4-1/2 if the home team is leading
20 RUNS AFTER ANY COMPLETE INNING

PITCHING LIMITS: The following pitching limits should be understood to be a maximum number of innings any player may pitch. Remember, not all players are physically capable of pitching these limits. Use common sense. These limits are pitching limits for league games as well as most tournaments. However, there may be occasions where tournament pitching limits will vary. Please check with tournament director for specific pitching limits for each tournament. Violation of pitching rules, whether intentional or not, will result in the game being forfeited if protested by opposing team.

9&10 year olds 6 innings in 2 consecutive days
11&12 year olds 8 innings in 2 consecutive days
13&14 year olds 10 innings in 2 consecutive day.

15&16 year olds 12 innings in 2 consecutive days

COURTESY RUNNER: A player not currently in the game may run for the pitcher or catcher, regardless of the number of outs. Such runner may only run for the pitcher or catcher in the same inning, not for both. The pitcher and catcher is defined as the pitcher and catcher of record during the teams last defensive inning. A player that has run as a courtesy runner may not enter the game as a substitute in the same offensive half inning.

EXTRA HITTER: A team may elect to use UP TO (2) EH'S (Extra Hitter). This must be declared before the start of the game, by listing 10 or 11 players in your batting order and informing the umpire and opposing team. This allows a team to bat 10 or 11 players, in any order they chose. The EH may hit anywhere in the line up. Any 9 of the 10 or 11 players listed on the line up may play on defense at any time, and in any position. If a team starts the game with an EH they must end the game with an EH. Failure to complete the game with 10 or 11 players will result in an automatic out each time the departed player is up to bat.

RE-ENTRY RULE: A starting player may be removed from the game and re-enter at any time, in the same batting position, once. A substitute that is put in the game and removed may not re-enter. **EXCEPTION:** In the event of an injury or illness to a player in the line up, when all players on the bench have previously appeared in the game, the last player removed from the game may re-enter, in the batting position of the injured or ill player, subject to tournament director approval. Only the starting pitcher may retake the mound, once, provided he remains in the game. Relief pitchers may not return to the mound once removed.

THROWING THE BAT: For safety reasons, any player that throws their bat after swinging at the ball will be declared out, no warnings, no base runners will advance. Please teach all players to hit the ball and drop the bat. Kids get hurt every year by thrown bats. The umpire will be the judge of a thrown on dropped bat.

MALICIOUS CONTACT: If, in the umpires judgment, an offensive player make malicious contact with a defensive player, in an attempt to dislodge the ball or impede the play, that player will be declared out and ejected from the game. If, in the umpires judgment, a defensive player makes malicious contact with an offensive player, the offensive player will be safe and the defensive player will be ejected from the game.

RAIN-OUTS: Three innings or 2-1/2 if the home team is ahead, or one half of the official game time has expired will constitute a complete game. If the visiting team is batting when the game is called as a result of field conditions or weather, the final score will revert back to the last completed inning to determine a winner. If the last completed inning was tied, the game will be rescheduled and finished from the point in which it was stopped. Ball Park staff will make every effort to prepare the fields for play. For league games, a decision will be made concerning rain outs after 4:00pm daily, not before. For Tournament games, decisions will be made as soon as possible. Coaches can call our rain out numbers for either ballpark to check on rain outs. Del City Ball Park: 672-5055. Please do not leave a message concerning rain outs as we do not have time to return all calls as we are trying to get fields ready to play. If games are delayed or cancelled, the recorder will state that information. If you get the regular recorded

message at the numbers above, that means we are playing and not delayed or cancelled.

GATE ADMISSION: Children 15 and under are admitted free. Those 16 and older will pay a daily admission to the ballpark. Each will receive a hand stamp to re-enter the park during the same day. If you leave the park and do not have a hand stamp, you will not be permitted to enter without paying admission. **NO REFUNDS** of gate fee will be made under any circumstance.

MISCELLANEOUS: No **alcoholic beverages** are permitted in the park! No outside **FOOD OR DRINKS** may be brought into the park. **No ice chests of any kind or size**, this includes small soft side ice chests. No animals permitted in the park, except those assisting a disabled person. No fighting, profanity, abuse, heckling, unsportsman like conduct, no soliciting of any kind in park or parking lots area. **Water jugs are Permitted in the park.** The ballpark does have some water jugs available for use. If you need one, just let us know and of course they are free to use. For additional questions, call the Optimist Club office at: (405) 672-5055.