

Machine Pitch Rules and Regulations

Youth Sports Optimist Club operates Del City Ball Park. We will play by local park rules in conjunction with: Baseball / Softball—Oklahoma Highschool Federation, as published by Oklahoma Secondary Schools Athletic Association (O.S.S.A.A). 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. The age cut-off for Softball is January 1st of the current year.

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 rules valid, the game will be forfeited. The protest fee will be refunded. If the protest is ruled invalid, the protest fee will not be refunded and the game will resume where it was suspended.

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 in writing his/her protest. 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. There will be a five minute grace period. EXCEPTION: If the ballpark staff are advised of a problem concerning a team not being on time, at the discretion of the ballpark staff, the game may be held until the team arrives.

REQUIRED EQUIPMENT: 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. **BASEBALL:** Both teams must provide a new or like new 9" baseball for each game. Ball must be cushioned cork center, leather cover. ONLY GENUINE LEATHER COVER balls will be allowed. **SOFTBALL:** Both teams must provide a new or like new 11", ASA approved, .47 core, leather cover softball for each game.

DIAMOND SIZE:

BASEBALL: Fifty-five (55') bases.

SOFTBALL: Sixty feet (60') bases

BASEBALL: Thirty-eight foot (38') pitching with machine speed set at 39 mph.

SOFTBALL: Thirty-five foot (35') pitching with machine speed at 36 mph.

REGULATION GAME:

SOFTBALL & BASEBALL 7 year old: One hour or five innings with a 5 minute rule in effect. No new inning will begin within the last 5 minutes of the game. An inning will be completed when the defensive team records 3 outs, or the offensive team scores 7 runs. No defensive coaches allowed on the playing field.

BASEBALL: 8 year old: One hour or five innings. An inning will be completed when the defensive team records 3 outs, or the offensive team scores 7 runs. No defensive coaches allowed on the playing field.

RUN RULE: 15 runs after 3 innings, 2-1/2 innings if the home team is ahead. 8 runs after 4 innings, 3-1/2 innings if the home team is ahead.

DEAD BALL: The ball will remain live until the umpire calls "time". Time will be called when the ball is held by a defensive player, in the infield area, and in the judgment of the umpire, all play has ceased.

PARTICIPATION RULE: All players present at the game will bat, *no intentional walks will be allowed*. There will be free substitution in the field. Any player arriving late will be added to the bottom of the batting line-up. Any player who misses their turn at bat will be declared out. EXCEPTION: In the case of injury or illness, batters missing their turn at bat will not be declared out. HOWEVER, if the umpire believes the player is not taking

his/her turn at bat for any reason other than illness or injury, he/she will be declared out. An injured player may later return to the game, if able, however, an ill player may not.

TIE BREAKER:

Baseball: If, at the end of regulation play, the game is tied, extras innings will be played. Each team will have their turn at bat and will be permitted to score 7 runs, maximum 10 runs before the defensive team records 3 outs.

Softball: If, at the end of regulation play, the game is tied extra innings will be played. Starting at the top of the extra inning and each half inning thereafter, the offensive team shall begin its turn with the player who is scheduled to bat LAST in that respective half inning at second base. Each team will be allowed to score 7 runs maximum 10 runs before the defensive team records 3 outs.

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. If the same player violates this rule, during the same game, they will not be permitted to bat again, no out will be scored, just skip this batter each time up.

PITCHER: Baseball: The pitcher must stand behind the 3 foot line, which extends on each side of the pitching machine circle. at the time the umpire calls "Play Ball". Should the pitcher violate this rule he/she will be warned. If he/she violates this rule again, the pitcher MUST be removed from the pitchers position. No fielder can play any position that is closer than the pitchers position. (EXCEPTION: SEE BUNT RULES) Should a player violate this rule, the umpire will call "Dead Ball" and award the batter first base, and each base runner will be advanced one base.

Softball: The pitcher must stand behind the 3 foot line, which extends from both sides of the pitching circle, however, may not be further back than the back of the pitchers circle. Should the pitcher violate this rule they will be warned. If they violates this rule again, the pitcher MUST be removed from the pitchers position. No fielder can play any position that is closer than the pitchers position. (EXCEPTION: SEE BUNT RULES) Should a player violate this rule, the umpire will call "Dead Ball" and award the batter first base, and each base runner will be advanced one base.

BATTER:

BASEBALL/SOFTBALL: The batter will receive three strikes. If a pitched ball is not a strike and the batter does not swing the umpire will declare dead ball "No Pitch" There will be no "balls" or "walks" awarded. No base will be awarded to a player hit by a pitched ball. There is no infield fly rule.

PITCHING MACHINE COACH: The coach operating the pitching machine may coach the batter, but will NOT coach the base runners during live ball situations. He/she will remain inside the pitching machine circle at all times when possible. The coach must wait for the umpire to declare "Play Ball" before he feeds the ball into the machine to pitch. If the coach violates either of these rules, he will be warned. If it happens a second time, the coach will be removed from the pitching machine position. The pitching machine coach WILL NOT impede or interfere with the defense (standing in front of a defensive player attempting to make a play on the ball, or standing between 2 defensive players making a play). Should the coach violate this rule, the umpire will call "Dead Ball" and the runner closest to home will be declared out. In addition all other runners will be returned to the last base touched at the time of the violation.

PLAYING THE PITCHING MACHINE: The marked area surrounding the pitching machine is a dead ball area, no players are allowed in the area at any time. For this reason, the following rules shall apply:

Batted Ball: If a batted ball comes in contact with the machine, power cord or the coach inside the circle, or if the batted ball comes to a stop inside the circle, the ball is dead. The batter will be awarded first base. Only runners that are forced to advance will advance one base. If a batted ball comes in contact with the pitching coach, OUTSIDE of the pitching circle the ball will be dead. The batter will be declared out and no runners may advance.

Thrown Ball: If a thrown ball comes in contact with the machine, power cord or the coach the umpire will immediately call dead ball. Runners will be awarded one base beyond the last base touched at the time the ball was declared dead. The coach must make every attempt to avoid being hit by a thrown ball.

Thrown or Batted Ball: If a thrown or batted ball goes through the pitching circle without making contact with the machine, power cord or coach, either in flight or on the ground, and does not stop inside the circle, the ball is live.

Unintentional Entry: If a player unintentionally enters the pitching circle the umpire will call dead ball. The batter will be awarded first base and runners will advance if forced.

Intentional Entry: If a player intentionally (in the umpires opinion) enters the pitching circle, the umpire will call "dead ball" and the batter will be awarded second base. Runners will advance if forced. Should the same player intentionally violate this rule again they will be removed from the pitcher position.

BUNTS: Offense: Bunts will be allowed. If a batter attempts to bunt a pitch, they must either bunt or take the pitch. If a batter shows bunt and then swings away, the umpire will immediately call "dead ball" and declare the batter out and ejected from the game. No runner may advance.

Defense: Once a batter squares to bunt, the first baseman and third baseman will be allowed to charge the ball and may come as far up the line as desired. The pitcher MAY NOT charge until the batter has made contact with the ball. Should the pitcher violate this rule, batter will be awarded first base and all runner advance one base.

BASE RUNNERS:

7 Year Old Baseball: Stealing is NOT allowed. A runner must stay in contact with the base until the ball is put in play by the batter. If the runner leaves the base early, the following rules will apply. Runner is out.

Softball & Baseball 8 Year Old: Stealing is allowed once the ball leaves the machine. Runners must stay in contact with the base until the ball leaves the machine. If a runner leaves early the following rules will apply. Runner is out. Stealing home is not allowed! If a runner steals home and is put out runner is out if no play is made on runner they will be returned to 3rd base. Runners may only score on a batted ball.

Softball: Runners may steal one base at a time if they steal more than one base and are put out they are out, if they arrive safely they will return to the proper base.

Baseball: Runners may steal from 1st to 3rd if there is an overthrow they may go from 1st to 3rd.

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 14 and under are admitted free. Those 15 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. For additional questions, call the Optimist Club office at (405) 672-5055.