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The Official Rule Book
Of
Olive Baptist Church
Recreational Outreach Ministry
Baseball, Softball, & T-Ball Leagues

The rules and guidelines contained within this rule book have been adopted from Dizzy Dean Baseball, Inc. The rules have been slightly modified to meet the requirements of the Olive Baptist Church Spring Baseball, Softball, and Tee Ball Leagues.

Olive Baptist Church assumes no responsibility or liability for any injury incurred while participating in our BST program. All participants are encouraged to have insurance coverage for their respective players. Players and spectators participate at their own risk.

MISSION STATEMENT

The primary mission of the Baseball, Softball, Tee-Ball (BST) leagues at Olive Baptist Church is to lead young boys, girls, men, and women to Jesus Christ, and to provide a safe and family friendly environment for youth to play baseball, softball, and tee ball.

OVERSIGHT AND ENFORCEMENT

The BST leagues will be governed by the ROC Director, the Team Sports Director, and the Team Sports Assistant.

The BST leagues at Olive Baptist Church will:

- Accept boys’ and girls’ four (4) to fourteen (14) years of age regardless of race, color, creed, or economic status to participate in our BST leagues.
- Teach the game of baseball, softball, and tee ball to young boys’ and girls’ as well as minister to them and their families.

The BST governing body shall:

- Address all conflicts regarding rule interpretations, rule violations, and complaints.
- Review, adopt, change or modify BST rules ONLY when necessary (Rule changes will NOT be made once the season has begun).
- Be responsible for the oversight of the BST leagues.
- Address, counsel, or dismiss any coach, player, or parent whose behavior is deemed detrimental to the primary mission of the BST leagues.
BST COMMON RULES SECTION 1:00

THE PLAYING FIELD

1:01 The ROC Director and Team Sports Director shall oversee maintenance and preparation the BST fields for games and practices.

1:02 The infield is defined as “the clay area of the playing field.”

• The outfield begins at the grass.

1:03 No infield practice is permitted prior to the start of or during the game; however, teams are allowed to throw the ball around the bases but no more than twice per inning.

1:04 Each team will be responsible for cleaning up the trash in their dugout after their game has concluded.

1:05 **PETS ARE NOT ALLOWED ON THE SPORTS COMPLEX GROUNDS; HOWEVER, PERSONAL ASSIST ANIMALS ARE PERMITTED.**

1:06 The home team shall be responsible for assisting with field preparation prior to the start of each game.

BST COMMON RULES SECTION 2:00

EQUIPMENT

2:01 Players are required to wear their team jersey and cap during the game.

2:02 A six (6) inch number must appear on the back of each uniform shirt to assist the official scorer and spectators in identifying the players (Numbers are not required on coaches shirts).

2:03 All players are required to have their shirts tucked in when they take the field.

2:04 Jewelry, not just exposed, is not allowed to be worn during the game. However, stud earrings are allowed.

2:05 A protective helmet with full ear flaps must be worn by all batters and base runners at all times (coaches are not required to wear a helmet while in the field of play).

• A player refusing to wear a helmet while batting or base running will not be allowed to continue as a player in the game and must be replaced by a substitute player. The substitute player will assume the ball and strike count if the player was a batter, or will take his position on the base he occupied if he was a base runner.

• Any batter who steps into the batter's box without his/her helmet shall be penalized a strike.

• Any runner who deliberately removes his/her helmet while running the bases will be called out (umpires decision).
2:06 All catchers must wear a chest protector, shin guards, protective cup (male catchers only).

2:07 Any player warming up the pitcher MUST wear a mask and a cup (males only) while in the down or crouching position.

2:08 Metal cleats are NOT allowed.

2:09 A leather mitt may be used by the first (1st) baseman and catcher only.

2:10 All equipment must be kept inside the dugout.

2:11 All cast, splints, and braces must be padded.

- Any cast, splint, or brace deemed to be unsafe by the umpire CANNOT be worn during the game. However, if the device can be padded in such a manner as to not cause harm or injury to the other players, the player will be permitted to play (umpire’s decision).

- If the device (cast, splint, or brace) CANNOT be properly padded and if the player is required to wear it while playing for medical reason, he/she shall not be permitted to play.

2:12 Bats for all BST divisions shall be “Official Baseball/Softball” bats. Bats MUST be official tee ball, softball, little league, or baseball approved bats; fast-pitch softball bats are acceptable for softball.

- Softball bats must have an “ASA” or “USSSA” approved stamp on them to be legal.

- Bats shall NOT be altered in any manner.

- Bats for ALL BST divisions must be a minimum of a “drop” of three (3) or greater.

- Composite Bats: Keeping with the regulations of most major little league and baseball organizations, composite bats may be used during the Olive BST Season. A list of usable Composite Bats may be found at http://www.littleleague.org/learn/equipment/licensedcompositebats.htm

- The diameter of the bat shall be no larger than a 2 ¾ inch barrel.

- The length of the bat shall be no longer than thirty six (36”) inches.
• **BBCOR (Batted Ball Coefficient of Restitution)** bats are **RECOMMENDED** for ages 4-14 but **NOT required** (See page 50 for an explanation of BBCOR bats).

BBCOR stands for “Batted Ball Coefficient of Restitution” and it focuses on how much of a trampoline effect the barrel of a bat has on a ball. Bat manufacturers will have to, in effect “deaden” the trampoline bounce that pitched balls experience when a batter makes contact. Basically, aluminum bats will theoretically be the same as wooden bats.

• Damaged bats (broken, cracked, dented, defaced) are **NOT allowed to be used** during games or practices.

• There shall be no devices, attachments or wrappings that cause the handle to become flush with the knob. Molded grip and choke up knobs are **NOT allowed to be used**.

2:13 The official baseball shall be an official Little League baseball (ALL BOYS’ DIVISIONS)

**BST COMMON RULES SECTION 3:00**

**RE-ENTRY SUBSTITUTION**

3:01 Any player may be removed from the game, and then returned to the lineup one (1) time; however, he must be inserted in the same position in the batting order that he was in at the start of the game.

3:02 When play is delayed due to the injury of a player and that player is removed from the game; he must sit out one (1) full inning before he/she can return to the game.

3:03 Under the re-entry substitution rule a pitcher may be replaced on the mound during any part of the game and return to the mound one (1) time.

3:04 **INJURY/ILLNESS:** If a player is injured or becomes ill during a game, the decision of a doctor (if present) or medical personnel will be final as to whether or not the player may continue in the game (this rule exist to protect the child(ren), this rule applies to all BST divisions).

3:05 Coaches who enter the field of play to talk to a batter more than twice will be required to remove the current batter from the game and make a substitution in the lineup. The removed batter may re-enter the lineup at the completion of the inning if he can do so without violating the substitution rule.
BST COMMON RULES SECTION 4:00

COACHES

4:01 Teams shall have a maximum of four (4) coaches.

4:02 ONLY two (2) adult coaches are permitted to coach the bases.

4:03 With the exception of the base coaches, all players and assistant coaches must remain in the dugout when their team is batting.

- Coaches may moderately dispute decision made by the umpire(s) or discuss any point with the umpire in a respectable manner. However, if at any time a coach makes derogatory remarks or statements about the opposing player or umpire he shall be immediately ejected from the game and will sit out the next two (2) games.

4:04 The head coach for each team is responsible for the conduct of his players as well as the conduct of his assistant coaches. Only the head coach may discuss rule interpretations with the umpire or ask for a conference with the home plate and/or field umpire(s); however, discussions about judgment calls are not allowed.

4:05 There will be a maximum of one (1) offensive and one defensive time out per inning with each time out being no more than one (1) minute in length. The scorekeeper will keep a log of time-outs.

BST COMMON RULES SECTION 5:00

REGULATION GAMES

5:01 Teams will only be allowed to play two (2) games in one (1) day with the approval of the ROC Director, Team Sports Director, and the Team Sports Assistant.

5:02 Non-Teeball Games shall be six (6) innings in duration. Teeball and Advanced Teeball Games shall be four (4) inning in duration.

- In case of a tie at the end of the sixth (6th) inning if the game has not exceeded the maximum time limit it will continue until a winner is declared. However, if the game is tied and has reached the maximum time limit it shall end in a tie.

5:03 Three and one half innings (3.5) shall constitute a legal game if the home team is ahead at the end of the half (1/2) inning, or before the end of the fourth (4th) inning if the home team is ahead.

- In the event that a partial inning beyond 4 innings, if the visiting team has not completed batting or the visiting team is ahead, you would revert back to the last inning completed.

- If one-half (1/2) inning is completed and the home team is ahead the game is ended at that point with the home team winning.
• In the event that a game is halted before completion for any reason, it must be resumed from the point of termination when the game is rescheduled, with as nearly the same lineup as possible.

5:04 Prior to the start of each game each team will line-up behind the first (1st) and third (3rd) base lines and the home team’s coach will lead the group in prayer.

5:05 During league play each game will have a maximum time limit, once the maximum time limit has been reached the game will end after the third (3rd) out has occurred. No new inning will begin after the maximum time has been reached. The time clock for each for each game begins immediately after the umpire says “play ball.”

*REFER TO THE CHART ON THE NEXT PAGE FOR TIME LIMITS IN ALL DIVISIONS*

<table>
<thead>
<tr>
<th>Division Of Play</th>
<th>Max # of Innings</th>
<th>No New Inning After</th>
</tr>
</thead>
<tbody>
<tr>
<td>Tee Ball &amp; Advanced Tee Ball</td>
<td>4</td>
<td>55 Minutes</td>
</tr>
<tr>
<td>Coach Pitch Boys &amp; Girls</td>
<td>6</td>
<td>1 Hour &amp; 10 Mins.</td>
</tr>
<tr>
<td>Junior Varsity and Varsity</td>
<td>6</td>
<td>1 Hour &amp; 35 Mins.</td>
</tr>
</tbody>
</table>

5:06 Team line-ups must be completed and turned in to the official scorekeeper before the start of the game or the game will be forfeited.

5:07 When there are two (2) outs and the catcher is a base runner; a pinch runner will be substituted for the catcher to allow the catcher to put on his catcher’s gear (The pinch runner shall be the player who has made the last out in the inning. This rule applies to Coach Pitch Minors through Varsity divisions).

*Rule 5:07 is the ONLY time a pinch runner can be used*

5:08 Each team must have at least eight (8) players present in the dugout at game time or the game will be forfeited.

5:09 No out will be recorded for any division that has a missing batter in the line-up. Players who arrive late may be added to the bottom of team roster.

5:10 **NO player presents may sit two (2) consecutive innings. All teams must bat their bench. This rule applies to ALL Olive BST Division of Play.**

5:11 Team(s) unable to play a game due to a church function, shall notify the Team Sports Director in advance (2 weeks) to assure that the game will be rescheduled.
Olive Baptist Church Team Sports Ministry will provide game balls for each game.

The home and visiting team will be responsible for retrieving foul balls.

Overthrows during plays that leave the playing field, go into a dugout, or in some way become entangled in equipment will result in all runners advancing one base.

The **Dropped Third Strike Rule** is in effect for JV Majors through Varsity Boys/Girls Divisions. For a complete explanation, see page 32.

Leading off the base is only permitted in the Varsity Boys division of play.

- A chalk line will be placed five (5') feet from first, second, and third base. Runners may lead off as long as one foot remains completely inside the chalk line. Once the pitcher releases the ball, if a runner leads off with a foot touching the line he will be called out (umpire’s decision).
- Base runners MUST remain in contact with the base until the ball leaves the pitcher’s hand during a pitch or they will be called out (umpire’s decision).

Base stealing is permitted in JV Minors to Varsity Boys/Girls only.

- JV Minors, JV Majors, and Varsity Boys may only steal once the ball leaves the pitchers hand
- Varsity Girls may only steal once the ball crosses home plate.
- If a runner leaves a base early, they shall be called out (umpires decision).

Bunting is allowed in JV Minors to Varsity Boys/Girls.

The “**Run Down**” or “**Cat-And-Mouse Game**” is allowed for Coach Pitch through Varsity Divisions of Play.

The **Infield Fly Rule** is in effect for JV Minors through Varsity Boys/Girls Divisions.

An INFIELD FLY is a fair fly ball (not including a line drive nor an attempted bunt) which can be caught by an infielder with ordinary effort, when first and second, or first, second and third bases are occupied, before two are out. The pitcher, catcher and any outfielder who stations himself in the infield (on the clay) on the play shall be considered infielders for the purpose of this rule.

When it seems apparent that a batted ball will be an Infield Fly, the umpire shall immediately declare “Infield Fly” for the benefit of the runners. If the ball is near the baselines, the umpire shall declare “Infield Fly, if Fair.”

The ball is alive and runners may advance at the risk of the ball being caught, or retouch and advance after the ball is touched, the same as on any fly ball. If the hit becomes a foul ball, it is treated the same as any foul.

If a declared Infield Fly is allowed to fall untouched to the ground, and bounces foul before passing first or third base, it is a foul ball. If a declared Infield Fly falls untouched to the ground outside the baseline, and bounces fair before passing first or third base, it is an Infield Fly.

*A larger font explanation can be found on page 33*
If the scorekeeper recognizes that a batter is batting out of order, he/she must alert the plate umpire to stop play and the correct batter must come to the plate. The correct batter will assume the ball and strike count for the illegal batter.

- If the scorekeeper fails to recognize the incorrect batting order and the opposing coach informs the plate umpire before the first pitch to the next batter, the team will be awarded one (1) out. However, the player will not be penalized, and the correct batter will be called to the plate to bat.

**Slinging of the bat** after swinging is not allowed. Each team will receive one (1) warning per game. After a team has received one (1) warning for slinging the bat, the next batter who slings a bat will be called out, the ball will be called dead, and no runners will be allowed to advance to the next base.

A pinch runner for a special needs player must be reported to the opposing team’s head coach, the plate umpire, and scorekeeper at the beginning of the game (The pinch runner shall be the player who has made the last out in the inning. This rule applies to Coach Pitch Minors through JV Majors divisions).

Players in the outfield must begin each play with both feet on the outfield grass.

The ball will remain live until time has been called by the umpire.

- Time will be called by the umpire when it is requested by an infield player in the infield who has possession of the ball, and the lead base runner has stopped his/her progression (This rule applies to the JV Minors through Varsity Boys/Girls divisions).

If a base runner’s progress is impeded in any way by a defensive player without possession of the ball, he/she will be allowed to advance to the next base. This includes a defensive player standing in the path of a base, standing on the base without the ball, or any interference in the umpire’s judgment that has impeded the runner’s progress to the next base.

Any team attempting to “ghost tag” will receive one (1) warning and after the first warning if it occurs again the player will be ejected from the game.

If the offensive coach (pitcher) catches a thrown or batted ball, the ball will be called dead and all base runners must return to the last base legally touched (This rule only applies to the Coach Pitch divisions).
5:29 A MAXIMUM OF SEVEN (7) RUNS PER INNING IS ALLOWED FOR ALL DIVISIONS EXCEPT TEE BALL AND ADVANCED TEE BALL (NO SCORE IS KEEP TEE BALL).

- Play will continue until the game is concluded or a team has been mathematically eliminated by the Run Rule (Mercy Rule).
- If a team is down by 15 runs after the conclusion of four (4) full inning or 8 runs after the conclusion of five (5) full innings, the game will be over.

**BST COMMON RULES SECTION 6:00**

**PITCHING RULES**

6:01 Pitching changes must be reported to the home plate umpire and he will inform the scorekeeper of the change.

- Failure to do so will result in the pitcher being charged with all innings pitched until notification or recognition of change has been made.
- The head coach must check the pitching record for accuracy and sign immediately after the game.

6:02 An inning is interpreted to mean the following:

- If a pitcher pitches to one batter and is removed from the pitching mound before he is retired, he is only charged with 1/3 of an inning.
- If a pitcher is removed after retiring one batter but after he has pitched to the next batter he is charged with 2/3 of an inning.
- If a pitcher is removed after he has retired two batters and has pitched one pitch to the next batter, he is charged with a complete inning.

6:03 Any coach who knowingly or unknowingly plays an illegal pitcher or player shall forfeit the game for his team and shall be suspended for one (1) game.

- An ineligible player is defined as a player who is legally a member of the team but is ineligible to pitch or play because of violating league rules or infractions in a previous game. IT IS THE RESPONSIBILITY OF THE COACH TO KEEP A RECORD OF HIS PLAYERS AND PITCHERS.

6:04 Coaches (pitchers) must remain in line with the permanent pitchers rubber and second base. Coaches (pitchers) are not allowed to move toward first (1st) or third base (3rd). The coach (pitcher) must leave the field once the ball has been hit and shall be responsible for retrieving the bat.
SECTION 6a:00
KID PITCHING RULES

6a:01 When a pitcher is turned in on a line-up card (or any new pitcher who toes the rubber and throws a warm-up pitch to begin an inning), he is the pitcher of record and shall pitch to the batter then at bat, or any substitute batter, until such a batter is out or reaches first (1st) base before he can be replaced or substituted and he will be charged with a minimum of one-third (1/3) of an inning (unless the new pitcher becomes injured or ill, during warm-ups, and he will not be charged with any innings pitched).

- If the opposing coach recognizes that the pitcher on the mound is not the pitcher of record after he has begun pitching the batter and he protest to the plate umpire, the illegal pitcher shall be removed from the mound immediately and the batter’s pitch count will reset to zero.

- Once an illegal pitcher toes the rubber and throws a warm-up pitch and the opposing coach protest, the illegal pitcher must be removed immediately and replaced with the correct pitcher.

6a:02 A pitcher shall have eight (8) warm-up pitches per inning after the game has started.

6a:03 ANY PITCHER WHO PITCHES IN ANOTHER LEAGUE(S) IN CONJUNCTION WITH THE BST SEASON SHALL NOT BE ALLOWED TO PITCH IN THE OBC KID PITCH LEAGUES.

6a:04 All pitching applies to that game regardless of the delay.

6a:05 Pitchers can pitch in consecutive games in the same day if, he does not violate the maximum pitches per day/rest rule. *See tables on Pg. 13

6a:06 Any pitcher may return to the mound one (1) time in the same game of or if the game is delayed for any reason, he may be allowed to continue.
**Pitch Count Limits by Little League Age:**

<table>
<thead>
<tr>
<th>Player’s Age</th>
<th>Number of Pitches Allowed Per Day</th>
</tr>
</thead>
<tbody>
<tr>
<td>JV MINORS 9-10</td>
<td>..................................................75</td>
</tr>
<tr>
<td>JV MAJORS 11-12</td>
<td>..................................................85</td>
</tr>
<tr>
<td>VARSITY BOYS 13-14</td>
<td>..................................................95</td>
</tr>
</tbody>
</table>

**NOTE:** Pitcher may exceed game maximum to complete a batter

**Full Days of Rest by Pitch Count:**

<table>
<thead>
<tr>
<th>Number Pitches</th>
<th>Calendar Days Rest</th>
</tr>
</thead>
<tbody>
<tr>
<td>1-20</td>
<td>0</td>
</tr>
<tr>
<td>21-35</td>
<td>1</td>
</tr>
<tr>
<td>36-50</td>
<td>2</td>
</tr>
<tr>
<td>51-65</td>
<td>3</td>
</tr>
<tr>
<td>66+</td>
<td>4</td>
</tr>
</tbody>
</table>

**NOTE:** Limits are per Little League Rules Book

**WARNING: DO NOT VIOLATE THE PITCH COUNT/REST RULES. THEY EXIST TO PROTECT THE PLAYERS HEALTH AND SAFETY.**

**SECTION 6b:00**

**VARSITY GIRLS PITCHING RULES**

6b:01 Varsity Girls use a different arm movement than boys. The rotating, windmill or underhand pitch action is far less strenuous on the joints, tendons, and muscles of the arm.

6b:02 For this reason, Varsity Girls do not require a rest period between games. **HOWEVER,** it is highly encourage of all our Varsity Girls coaches to use caution and logic in using your pitchers.

6b:03 In league and tournament play a pitcher (10-12 years of age) CANNOT pitch in more than three (3) games in a day.
BST COMMON RULES SECTION 7:00

PROTEST

7:01 The BST leagues will operate without a protest policy. Our chief aim is to have leagues that honor Christ in every possible way. Disputes between umpires, coaches, and fans should be brought to the attention of the Team Sports Director first and if necessary to the ROC Director.

BST COMMON RULES SECTION 8:00

GAME SCHEDULES

8:01 BST league play will consist of an ten (10) game schedule.

8:02 Teams will play a minimum of one (1) game per week.

8:03 Coaches of opposing teams are not allowed to schedule games with each other without the approval of the Team Sports Director and the ROC Director.

8:04 Game cancellation will be rescheduled by the Team Sports Coordinator.

8:05 Teams will be allowed to play double headers when it is necessary, for ages 12 and under the games will be six (6) innings in length; for ages 13-14 games will be six (6) innings in length.

8:06 Umpires shall be furnished for all games.

- Tee Ball and Advanced Tee Ball shall have one (1) umpire for each game.

- Coach Pitch through Varsity Boys/Girls shall have two (2) umpires for each game.

BST COMMON RULES SECTION 9:00

CONDUCT RULES

9:01 Only players and coaches are permitted on the playing field during the game. In the event that a spectator(s) enter the playing field during the play of any game, the umpire shall ask the spectator(s) to leave the field immediately. If the spectator(s) refuse to leave the field of play, the plate umpire will request that both teams enter their dugout. If the spectator refuses to leave after 5 minutes has expired, the game will be postponed and rescheduled. The coaches and the umpire are to report the individual(s) to the ROC Director the next day.

- Parents will be allowed on the field in the event that their child becomes ill or injured during the game.
Only players and coaches are allowed on the bench or in the dugout during the game.

Players who are ejected, ill, or injured should remain under the supervision of a coach until released to a parent or guardian.

Any coach or player that is ejected from the game must sit out the remainder of that game and the next two (2) games.

- The Teams Sports Department of Olive reserves the right to confer with any and all umpires, scorekeepers, and witness of incidents where a player or coach has been ejected. The umpire who made the ejection can recommend a lesser suspension or punishment that will be no less than one half (1/2) or the player or coaches next game.

- Suspensions can carry into the post season tournaments.

The Recreational Outreach Ministry seeks to provide a safe environment for players, coaches, and families who participate in the team sports programs. The use of tobacco, alcohol, drugs, and profanity is strictly prohibited. Olive Baptist Church and the Recreational Outreach Ministry maintain the right to dismiss anyone violating the Sports Complex and BST conduct rules.

No coach, player, or parent shall at any time whether from the bench, the coaching box, or playing field or elsewhere:

- Incite or try to incite a demonstration from the crowd against the umpire or the other team.

- Use language that reflects negatively upon the umpire, a team or a coach.

- Call time, employ any word or phrase, or commit any act while the ball is in play for the purpose of trying to make the pitcher commit a balk.

- Call time, employ any word or phrase, or commit any act intended to distract a batter while he/she is up to the plate.

Any base runner who purposely attempts to run over a defensive player or does not attempt to avoid a fielder who has the ball in the proximity of the base waiting to make a tag shall be called out.

- Any base runner that maliciously attempts to run over a player waiting to make a tag shall be called out and ejected from the game and shall sit out the next two (2) games.

No artificial noisemakers are allowed.
BST COMMON RULES SECTION 10:00

TEAMS

10:01 Each year the Team Sports Director and Team Sports Assistant shall be responsible for building the teams for the Baseball, Softball, T-ball leagues.

- The ROC Director, Team Sports Director, and the Team Sports Assistant shall approve all team rosters.

10:02 Once team rosters are finalized players will not be allowed to change teams.

- The team rosters shall not exceed 15 players.
- All players are required to be on their team’s roster prior to entering an official game.

10:03 Players are allowed to play up one (1) year with parental consent.

- Players will not be allowed to play down without the approval of the ROC Director, Team Sports Director, and the Team Sports Assistant.

- EXAMPLE: A twelve (12) year old with parental consent is allowed to play up to the Varsity Boys, but a thirteen (13) year old shall not play down to the JV Majors division. This rule is in effect for all BST leagues.

SECTION 11:00

PRACTICE

11:01 Each team shall have one (1) practice per week at the Sports Complex fields.

- The coach will be responsible for giving a brief devotion talk to his players at each practice. Suggested devotions will be provided by Recreation Ministry at Olive Baptist Church.
- Teams are only allowed to practice at the Sports complex once (1) per week; however, coaches are allowed to seek out and use other facilities for extra practices if they choose to do so.
COACH PITCH BOYS (7-8)  
DIVISION RULES

The Coach Pitch Boys division will consist of boys’ seven (7) to eight (8) years of age. With the consent of a parent(s) or legal guardian a six (6) year old can play in the Coach Pitch Boys division.

- Coaches and players for this division must comply with all the rules set forth in this section of the rule book as well as the rules in the BST common rules sections.

- Note: Rule changes and modifications will be handled at the end of the season. The rules set forth in this section will be followed for the entire season.

SECTION 1:00

PLAYING FIELD

1:01 First (1st) and third (3rd) bases shall be fifty (50) feet from the point of home plate.

1:02 The pitching distance from the point of home plate to the front of the rubber shall be 43 feet.

1:03 A halfway/commitment line at twenty five (25) feet will be drawn.

SECTION 4:00

REGULATION GAMES

4:01 Two (2) defensive coaches are allowed to be in the outfield during the game.

4:02 The batter / base runner shall only be allowed to advance one (1) base on an overthrown ball to first (1st) base unless further attempts to get him out are made.

4:03 A maximum of ten (10) players shall be in the field on defense; six (6) infielders and four (4) outfielders.

4:04 If time is called and the base runner has passed the halfway/commitment line he will be allowed to advance to the next base.

- If he has not passed the halfway/commitment line, he shall be allowed return to the previous base.

4:05 Time will be called when it is requested by an infielder who, while in possession of the ball IN the infield, requests time to be called.
SECTION 5:00
PITCHING RULES

5:01 Each coach will pitch to his team. The coach can pitch either over-hand or underhand to batters.

- The coach (pitcher) can instruct the base runner until he reaches first (1st) base or after he leaves third (3rd) base. The coach (pitcher) will be replaced after one (1) warning of a violation for the remainder of that game.

5:02 Any batted ball that hits the pitching coach will be called a dead ball and the pitch declared a no pitch.

- If the coach (pitcher) intentionally allows the ball to hit him (umpire’s decision), the batter will be called out, and no runners will be allowed to advance.

- The coach (pitcher) shall remain in the line with the permanent pitcher's plate and second base. Pitchers cannot move their position towards first (1st) or third (3rd) base.

- The player in the pitching position must have 1 foot in the pitching circle until the ball is hit or in play. The coach (pitcher) must leave the field once the ball has been hit and shall be responsible for retrieving the bat.

SECTION 6:00
OFFENSE RULES

6:01 Each batter will receive five (5) pitches before being called out.

- He will be called out on three (3) strikes.

- If the fifth (5th) pitch is fouled, the batter may continue to bat.

- If the fifth (5th) pitch is fouled and caught, the batter will be out.

6:02 No player will be awarded a walk (“base on balls”).

6:03 There is NO base stealing.

Common Rules Quick Guide – CP BOYS
Number of Innings = 6
No New Innings = 1 hour, 10 minutes
Base Length = 50'
Leading Off = NO
Stealing = NO
Dropped Third Strike = NO
Infield Fly Rule = NO
Bunting = NO
JV MINORS BOYS (9-10)
DIVISION RULES

The JV Minors division will consist of boys’ nine (9) to ten (10) years of age. With the consent of a parent or legal guardian an eight (8) year old can play in the JV Minors division.

- Coaches and players for this division must comply with all the rules set forth in this section of the rule book as well as the rules in the BST common rules sections.

- Note: Rule changes and modifications will be handled at the end of the season. The rules set forth in this section will be followed for the entire season.

SECTION 1:00
PLAYING FIELD

1:01 First (1st) and third (3rd) baselines shall be sixty (60) feet from the point of home plate.

1:02 The pitching distance from the point of home plate to the front of the pitching rubber shall be forty six and one half (46.5) feet.

1:03 The strike zone shall comply with major league rules.

1:04 The height of the portable pitching mound above the level of home plate shall be raised by a gradual slope to a height of six (6) inches.

SECTION 2:00
REGULATION GAMES

2:01 The maximum number of players on the field for defense shall be nine (9).

2:03 Any base runner who leaves the base before the ball leaves the pitcher’s hand during a pitch is out (umpire’s decision).

- The ball will be declared dead and all other runners shall return to base occupied prior to the pitch.

- The pitch will not count.

Common Rules Quick Guide – JV Minors

Number of Innings = 6
No New Innings = 1 hour, 35 mins
Base Length = 60'
Leading Off = NO
Stealing = Yes
Dropped Third Strike = NO
Infield Fly Rule = Yes
Bunting = Yes
JV MAJORS BOYS’ (11-12)

DIVISION RULES
The JV Major division will consist of boys’ eleven (11) to twelve (12) years of age. With the consent of a parent or legal guardian a ten (10) year old can JV Majors division.

- Coaches and players for this division must comply with all the rules set forth in this section as well as the common rules sections in the BST official rule book.

- Note: Rule changes and modifications will be handled at the end of the season. The rules set forth in this section will be followed for the entire season.

SECTION 1:00
PLAYING FIELD

1:01 The Strike zone shall comply with Major League Baseball rules.

1:02 First (1st) and third (3rd) base shall be seventy (70) feet from the point of home plate.

1:03 The distance from the point of home plate to the front of the pitching rubber shall be forty nine (49) feet.

1:04 The height of the portable pitching mound above the level of home plate shall be raised by a gradual slope to a height of six (6) inches.

Common Rules Quick Guide – JV Majors
Number of Innings = 6 Leading Off = NO Infield Fly Rule = Yes
No New Innings = 1 hour, 35 mins Stealing = Yes Bunting = Yes
Base Length = 70’ Dropped Third Strike = Yes
The Varsity Boys division will consist of boys’ thirteen (13) to fourteen (14) years of ages. With the consent of a parent or legal guardian a 12 year old can play in the Varsity Boys division.

Coaches and players for this division must comply with all the rules set forth in this section of the rule book as well as the rules in the BST common rules sections.

Note: Rule changes or suggested rule changes will be handled at the end of the season.

SECTION 1:00

PLAYING FIELD

1:01 The strike zone shall comply with major league rules

1:02 First (1st) base and third (3rd) baselines shall be seventy (70) feet from the point of home plate.

1:03 The pitching distance from the point on home plate to the front of the pitching rubber shall be fifty four and one half (54.5) feet.

1:04 The height of the portable pitching mound above the level of home plate shall be raised by a gradual slope to a height of six (6) inches.

Common Rules Quick Guide – Varsity Boys
Number of Innings = 6  Leading Off = Yes (5')  Infield Fly Rule = Yes
No New Innings = 1 hour, 35 mins  Stealing = Yes  Bunting = Yes
Base Length = 70'  Dropped Third Strike = Yes
GIRLS SOFTBALL (7-14)

The girls’ Coach Pitch and JV softball divisions will consist of girls’ seven (7) to fourteen (14) years of age. Coaches and players for these divisions must comply with all the rules set forth in this section of the rule book as well as the rules in the BST common rules sections.

COMMON RULES

TEAMS

• Each team will have a maximum of fifteen (15) players.
• Girls’ Coach Pitch division will consist of players from seven (7) to nine (9) years of age.
• The Varsity Girls’ division will consist of players from ten (10) to fourteen (14) years of age.
• Once a player is assigned to a roster she will not be allowed to transfer to another team without the approval of the ROC Director, Team Sports Director, and the Team Sports Assistant.
• The schedules for the girls’ Coach Pitch and Varsity divisions will be generated by the Team Sports Director the Team Sports Assistant and approved by the ROC Director.
• Each team will play one (1) game per week.

COMMON RULES

UNIFORMS & EQUIPMENT

• Players are required to wear a uniform of identical color and style.
• Solid color under-shirts, including white, are allowed to be worn underneath the uniform.
• If shorts are worn, sliding pants are allowed to be worn underneath.
• Coaches and players must have their shirts neatly tucked in at all times.
SOFTBALL COMMON RULES

PITCHING (VARSITY GIRLS ONLY)

- Pitching rules will be adopted from the high school federation pitching rules.

- The pitcher(s) shall be allowed to use a full windmill, a sling shot, or an underhand pitching motion to deliver the ball to the plate.

- Any pitcher can be removed from the game at any point and return to the mound one (1) time in the same game. She must be inserted in the same position in the batting order in the line-up.

- The strike zone shall be the area between the player's knees and armpits. A called strike is the judgment of the umpire and is final, the protesting of strikes and balls will not be allowed.

- No intentionally walks are allowed.

- From the point of home plate to the edge of the pitching rubber for the JV Major division shall be forty (40) feet.

- The pitcher shall receive eight (8) warm-up pitches when the defense takes the field.

- When a pitcher is turned in on a lineup card (or any new pitcher who toes the pitching rubber and throws a warm-up pitch to begin a new inning) she is the pitcher of record and shall pitch to the batter then at bat, or any substitute batter, until such batter is put out or reaches first (1st) base before she can be replaced by a substitute pitcher and she will be charged with having pitched in the game (unless the new pitcher becomes ill or injured during warm-up's, and she will not be charged with any innings pitched).

- If the opposing coach recognizes that the pitcher on the mound is not the pitcher of record after he has begun pitching to the batter and he protest to the plate umpire, the illegal pitcher shall be removed from the mound immediately and the batter's pitch count will reset to zero.

- NOTE: Once an illegal pitcher toes the rubber and throws a warm-up pitch and the opposing coach protest, the illegal pitcher must be removed immediately and replaced with the correct pitcher.
COMMON RULES
ILLEGAL PITCHES

- If the pitcher makes a motion to pitch without immediately delivering the ball to the plate it is an illegal pitch.

- The pitcher must not use a pitching motion in which, after having the ball in both hands in the pitching position, the pitcher removes one hand from the ball and returns the ball to both hands in front of the body.

- The pitcher must not make a stop or reversal of the forward motions after separating the hands.

An **ILLEGAL PITCH** is (1) a pitch delivered to the batter when the pitcher does not have his pivot foot in contact with the pitcher's plate; (2) a quick return pitch.

An illegal pitch when runners are on base is a balk.

An illegal pitch when there are no runners on base is a ball.
COACH PITCH GIRLS (7-9)
DIVISION RULES

- The Coach Pitch softball division will consist of girls' between seven (7) to nine (9) years of age. With the consent of a parent or legal guardian a player who is six (6) years of age can play in the Coach Pitch division.

- Coaches, players, and umpires must operate according to the rules in this section as well as the rules in the common rules section of the BST handbook.

SECTION 1:00
PLAYING FIELD

1:01 The pitching circle will be ten (10) feet in diameter and the center will be forty (40) feet from the back of home plate.

SECTION 2:00
COACHES

2:01 Teams are allowed to have a maximum of four (4) coaches.

2:02 One (1) defensive coach will be allowed to be out of the dugout at the open end to instruct the defensive players.

- No coach, parent, or spectator is permitted to coach from any area outside the playing field.

SECTION 3:00
PITCHING RULES

3:01 The offensive coach shall pitch to his team.

- The coach (pitcher) is only allowed to coach the batter prior to reaching first (1st) base and after she leaves (3rd) base.

- The coach (pitcher) will be replaced after one (1) warning and be replaced as the pitching coach for the remainder of the game.

3:02 If a batted ball hits the coach (pitcher) it will be called a dead ball and declared a no pitch.
• If the coach (pitcher) intentionally allows the ball to hit him, the batter will be out and a ball declared dead (umpires judgment).

• No runner will be permitted to advance.

3:03 The coach (pitcher) must attempt to leave the field and pick up the batter’s bat once the ball is hit in to fair territory.

• The coach (pitcher) must make an effort to avoid interfering with the defensive team’s ability to make a play on the ball.

• If the coach (pitcher) interferes with a defensive player’s ability to make a play on the ball the batter will be called out.

• No runners will be allowed to advance.

SECTION 4:00
SPECIAL RULES

4:01 If a player is injured by being hit with a batted ball in the face, throat or head, time will be called immediately and all players will be awarded:

• One base if player injured is an infielder.

• Two (2) bases if the player is an outfielder.

• Awarded bases are from the time of the pitch.

• Any other injury deemed serious enough in the judgment of the umpire to halt play will be handled in the same manner.

SECTION 5:00
OFFENSE

5:01 The batter will be called out on three (3) swinging strikes.

• The batter will receive five (5) pitches before being declared out.

• If the fifth (5th) pitch is fouled and not caught, the batter may continue.

• If the fifth (5th) pitch is fouled and caught, the batter is out.
If the batter makes contact with the ball and she has one foot entirely out of the batter’s box she WILL NOT be called out.

SECTION 6:00

DEFENSE

6:01 Intentional rolling of the ball is not allowed.

- No outs will be allowed by rolling the ball.
- Runners will automatically be safe if the defensive team rolls the ball (*umpire’s decision*).

6:02 A maximum of ten (10) players can be on the field (six (6) infielders and four (4) outfielders).

6:03 The defensive player listed as the pitcher will stay in the ten (10) foot circle until the ball is hit. The player may have one foot outside the circle.

- **PENALTY:** Offense gets the choice of the play or negates the last pitch thrown.
- If a base runner misses a base, the defensive coach must make an appeal to the umpire.

6:04 If the team has less than ten (10) defensive players it will be the coach shall fill the infield position first, he shall be allowed to move the short stop to the outfield an she must remain in the outfield for the entire inning.

6:05 The defensive catcher must be in a direct line no more than ten (10) feet behind home plate to make a play on a batted ball.

- **Penalty:** offensive team gets the choice of the play or the batter can re-bat.
- The batter / base runner shall only be allowed to advance one (1) base on an overthrown ball to first (1st) base unless further attempts to get her out is made.

**Common Rules Quick Guide – Coach Pitch Girls**

- Number of Innings = 6
- Leading Off = NO
- Infield Fly Rule = NO
- No New Innings = 1 hour, 10 mins
- Stealing = NO
- Bunting = NO
- Base Length = 50’
- Dropped Third Strike = NO
VARITY GIRLS SOFTBALL (10-14)

DIVISION RULES

The Varsity Girls softball division will consist of girls’ between ten (10) to fourteen (14) years of age.

- Coaches, players, and umpires must operate according to the rules within this section as well as the common rules sections of the BST handbook.
- The rules set forth in this section and the common rules sections shall govern all tournament and league play at Olive Baptist Church.

SECTION 1:00

THE PLAYING FIELD

1:01 The pitching distance shall be forty (40) feet from the point of home plate to the front of the pitching rubber.

1:02 The distance from the point of home plate to first (1st) and third (3rd) base shall be sixty (60) feet.

SECTION 2:00

SPECIAL RULES

2:01 Ten (10) players are allowed to be on the field at once (1), teams are allowed to have four (4) outfielders in league and tournament play.

Common Rules Quick Guide – Varsity Girls

- Number of Innings = 6
- Leading Off = NO
- Infield Fly Rule = Yes
- No New Innings = 1 hour, 35 mins
- Stealing = Yes
- Bunting = Yes
- Base Length = 60’
- *ball crosses the plate
- Dropped Third Strike = Yes
TEE BALL (4-5)

DIVISION RULES

The Tee ball division will consist of boys' and girls' from four (4) to five (5) years of age. Coaches, players, and umpires must operate according to the rules in this section as well as the common rules section of the BST handbook.

SECTION 1:00

GAME

1:01 Tee-Ball teams will consist of boys' and girls' 4-5 years old.

1:02 All players must have the opportunity to bat each inning.

1:03 All players will play in the field every inning.

1:04 Seven (7) players may take up the infield positions on defense (one (1) on each base, the pitcher, catcher, and two (2) shortstops). A maximum of five (5) players shall be in the outfield and must stay on the grass until ball is hit.

1:05 Each player will be allowed five (5) swings of the bat.

1:06 Official Score: No official score will be kept for tee-ball games. Tee Ball games are for participation purposes only, the keeping of an official scorebook is not required.

1:07 The sound of a whistle will start and stop play. Play stops when a defensive player has clean possession of the ball.

1:08 The pitcher must stay inside the circle until the ball is hit.

1:09 During the game only two (2) coaches are allowed on the infield, on each side of second (2nd) base and one (1) in the outfield.

1:10 Coaches cannot physically help or assist the players while the ball is in play. This includes the coaches interfering with the ball in any way. In the case of interference an extra base will be awarded to each runner on base.

1:11 When a player comes to the plate to bat the ball will be placed on a stand/tee by the umpire. A ball that is hit must travel past the ten (10) foot line to be considered a fair ball.

1:12 Once the ball is in play, base coaches cannot touch the base runners.

1:13 When a batter comes to the plate to bat the ball will be placed on the stand/tee by the umpire. It must travel past the ten (10) foot line to be considered a fair ball.
SECTION 2:00

PLAYING FIELD

2:01 The distance from the point of home plate to first (1st) and third (3rd) base is fifty (50) feet.

SECTION 3:00

EQUIPMENT

3:01 Only official balls will be used for tee ball; the official ball is orange.

3:02 Composite bats are not allowed.

3:03 Catchers must wear a helmet and facemask.

3:04 Pitchers may wear helmet with facemask.

3:05 Olive will provide the tee unless otherwise designated.

Common Rules Quick Guide – Teeball
Number of Innings - 4 Leading Off = NO Infield Fly Rule = NO
No New Innings = 55 mins Stealing = NO Bunting = NO
Base Length = 50’ Dropped Third Strike = NO
ADVANCED TEE-BALL (6)
DIVISION RULES

The Advance Tee ball division will consist of boys’ and girls’ from five (5) to six (6) years of age. Coaches, players, and umpires must operate according to the rules in this section as well as the common rules section of the BST handbook.

SECTION 1:00
GAME

1:01 Teams will consist of boys’ and girls’ between ages five (5) and six (6) years of age.
1:02 No player will sit out 2 consecutive innings.
1:03 A maximum number of ten (10) players will be allowed on the field for defense.
1:04 Each player shall have four (4) swings of the bat.
1:05 The maximum number of runs per inning is seven (7).
1:06 All teams will bat the bench.
1:07 Official score will be kept for record purposes in the score book. A flip-over score board will not be used during games.
1:08 The sound of a whistle starts and stops play. Play stops when time is requested by a defensive player who has clean possession of the ball in the infield.
1:09 The pitcher must stay inside the circle until the ball is hit.
1:10 Only six (6) players may take up the infield positions; a maximum of four (4) players can be in the outfield and must stay on the grass until ball is hit.
1:11 Only two (2) coaches are allowed to be in the field of play during the game.
1:12 Coaches may not physically help or assist the players while ball is in play. This includes the coaches interfering with the ball in any way. In the case of interference an extra base will be awarded to each runner on base.
1:13 When a batter comes to the plate to bat the ball will be placed on the stand/tee by the umpire. It must travel past the ten (10) foot line to be considered a fair ball.
1:14 Once the ball is in play, base coaches cannot touch runners.
1:15 If the base runner has crossed the commitment line when time has been called they may progress to the next base. If not, the base runners shall return to the last base legally touched when the ball is declared dead or time has been called.
1:16 The run-down is not allowed. The base runner must advance or return to the base. If the runner fails to do this, he/she will be called out.
1:17 Base runners must be in contact with his/her base at the time the ball is hit by the batter (no leading off is allowed).
1:18 Overthrows that leave the playing field, go into a dugout, or in some way become entangled in equipment will result in all runners advancing one (1) base.
SECTION 2:00
THE PLAYING FIELD

2:01 The distance from the point of home plate to first (1st) and third (3rd) base is fifty (50) feet.

SECTION 3:00
THE EQUIPMENT

3:01 Only “official Tee Ball” bats will be used.
3:02 Composite bats are NOT allowed.
3:03 Catchers must wear a helmet and facemask.
3:04 Pitchers may wear helmet with facemask.
3:05 Olive will provide the tee unless otherwise designated.
3:06 The official Tee Ball is orange.

Common Rules Quick Guide – Advanced Teeball

Number of Innings = 4 Leading Off = NO Infield Fly Rule = NO
No New Innings = 55 mins Stealing = NO Bunting = NO
Base Length = 50' Dropped Third Strike = NO

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Dropped Third Strike

When does it matter?

A dropped third strike only matters when first base is unoccupied OR there are two outs. If there is a runner on first base and less than two outs, then a dropped third strike doesn't matter and the batter is out.

What can the batter Do?

Once a batter either looks at strike three or swings and misses at strike three and the ball is either not caught or dropped by the catcher, the batter becomes a runner and can attempt to make it to first base before either being tagged by the catcher or thrown out at first base.

What if the pitch bounces?

99.99% of the time it is not a legal catch and the catcher (even if he fields the bounced pitch cleanly) must tag out the runner or throw him out at first base. Rule 6.05 specifies that a batter is out when a third strike is legally caught by the catcher and goes on to state that this must occur before the ball hits the ground.

0.01% of the time (and no these are not official calculations) the bounced pitch that is fielded by the catcher would be considered a legal catch. This can happen if the hitter swings and fouls off the pitch into the catcher's glove after the pitch has bounced. It is considered a legal catch at that point and the batter is out.

What if the runner at first is stealing?

If there are less than two outs, it doesn't matter. Even on an attempted steal, first base is considered occupied and the batter is out.

What happens when there are two outs?

When there are two outs the same rule applies with the addition that first base can be occupied. In this situation a force play can be created on other bases in addition to either tagging out the batter or throwing him out at first.

Example: Bases loaded, two outs. Catcher drops the third strike. A force play has now been created at all bases as all runners must try to advance. Catcher can simply step on home plate for the force at home and third out. He doesn't have to make the out on the batter.

What if a runner crosses the plate before the batter is thrown out at first or tagged?

The run does not count. Example: Runner on third, two outs. Catcher drops the third strike, while he is picking it up and throwing to first, the runner from third crosses home plate. As long as the catcher throws out the runner at first, the run doesn't count. The force play at first is the same as if a ground ball was hit to another infielder. The run doesn't count.
Infield Fly Rule

An INFIELD FLY is a fair fly ball (not including a line drive nor an attempted bunt) which can be caught by an infielder with ordinary effort, when first and second, or first, second and third bases are occupied, before two are out.

The pitcher, catcher and any outfielder who stations himself in the infield (on the clay) on the play shall be considered infielders for the purpose of this rule.

When it seems apparent that a batted ball will be an Infield Fly, the umpire shall immediately declare “Infield Fly” for the benefit of the runners. If the ball is near the baselines, the umpire shall declare “Infield Fly, if Fair.”

The ball is alive and runners may advance at the risk of the ball being caught, or retouch and advance after the ball is touched, the same as on any fly ball. If the hit becomes a foul ball, it is treated the same as any foul.

If a declared Infield Fly is allowed to fall untouched to the ground, and bounces foul before passing first or third base, it is a foul ball. If a declared Infield Fly falls untouched to the ground outside the baseline, and bounces fair before passing first or third base, it is an Infield Fly.