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Ocee Park Recreation League Baseball Rules

	T-Ball	6-8U ML	6-8U AL	6-8U NL	9-10U	11-12U	13-14U
Base Distance	60'	60'	60'	60'	60'	70'	90'
	*Double First Base ("Safe Haven" Rule) On any initial play at first base, the batter-runner is safe by touching either the white or colored portion of the bag, and both portions shall be considered a "Safe Haven" where the runner is protected from being tagged out until the initial play concludes. Once the play is complete and the runner is resetting, they must return to the white base for all subsequent actions, including lead-offs, tag-ups, or pick-off attempts.						
Mound Distance	N/A	N/A*	N/A*	N/A*	46'	50'	60'
	*Pitching overhand with one foot on or straddling the line anywhere between the 20' safety arc and the 42' pitching circle.						
Pitching	5*	5*	5	5	Refer to pitching guidelines.		
	*Player is allowed up to 5 pitches regardless of number of strikes. See league specific rules additional information.						
Time Limit	1:00	1:15	1:15	1:15	1:30	1:45	1:50
Innings	5	6	6	6	6	6	7
Max Runs per Inning	N/A	5	5	5	7	7	12
Extra Innings	No run limit in extra innings. Texas Tie Breaker, last 3 hitters on base with 1 out. 6-8U ML no tee allowed.						
Mercy Rule	Mathematical elimination applies.					15/10/8 starting in the 3rd inning.	
Dropped 3rd Strike	N/A	No	No	No	No	Yes	Yes
Infield Fly	No	No	No	No	Yes	Yes	Yes
Advance on Passed Ball	No	No	No	No	Yes	Yes	Yes
Leading Off	No	No	No	No	No	Yes	Yes
Stealing	No	No	No	No	Yes*	Yes	Yes
	*Runners may not leave base until ball has reached home plate. 1 team warning. Dead ball out after warning.						
Balks (Dead Ball)	No	No	No	No	No	Yes*	Yes
	*Fake to 3rd is a balk. Includes fake to 3rd, throw to 1st. No balk if pitcher disengages rubber first. Judgment call.						
Absent/Injured Hitter	No penalty for absent/injured player; however, player is not eligible to return to game.						
Walk	N/A	N/A	N/A	N/A	Dead Ball	Live Ball	Live Ball
Intentional Walk	N/A	N/A	N/A	N/A	Verbal at any time during at bat. Pitches not required.		
Cleats	Rubber/Plastic only in the field. Turf shoes or tennis shoes required on mounds.						
Time Called During Play	See league specific rules					Standard baseball rules apply.	
Pitcher Face Mask	Yes	Yes	Yes	Yes	No	No	No
Foul Ball to Catcher	Must have a clear arc to result in an out and catcher must start positioned within batting circle to be eligible to make catch.						
Fake Bunt (Slashing)	No	No	No	No	No	No	No
Bunt	No	No	No	Yes*	Yes	Yes	Yes
	*Limit one successful bunt per inning. Second bunt attempt in the same inning by any batter results in an out.						
Bats	See bat specific rules for specifications and banned models.						
Illegal Bat Procedure	If an illegal bat is found during the game, the bat is removed from the game and the game proceeds. If the bat is brought back into the game, the player and coach will be ejected immediately.						
Slung Bat	One warning per player. Player is out on second offense. No team warnings.						
Head First Slide	No head first slides allowed (except if returning to base on pick move). One warning per team. Second offense results in an out.						
Defensive Coaches	1 on each foul pole & 1 in immediate proximity of dugout.			1 coach within immediate proximity of dugout.			
Offensive Coaches	See league specific rules				First and third base coaches only.		
Mound/Defensive Visits	Three per game. Pitching change does not count against three. After three, pitcher must be removed regardless of whether starter or not.						
Courtesy Runner	N/A	N/A	N/A	Catcher Only. LBO.	Courtesy runner for Pitcher and Catcher. Last batted out.		
Players to Start/Finish	8 players required to start game and may finish with 7.						
	Missing players must be removed from outfield only. (ML may remove catcher for 2nd missing player)						
Official Start Time	Head coach must attend the plate meeting at the beginning of the game. Official start time will be declared at the end of plate meeting.						
Batting Order	All players will bat in continuous order throughout game.						
Rain Delay	Once a game is delayed due to weather, there is a 30 minute window to resume play. Either an official game or reschedule after 30 mins.						
Rain Out/Official Game	6U-12U: 3 innings (2.5 if home team leading) / 13-14U: 4 innings (3.5 if home team leading)						
	Regular season games may end in a tie. End of season playoffs must have a winner.						
	Official games with away team leading will resume at the point of the delay. All others will be restarted as new.						
Umpire Ejections	Ejected party must leave the park (parking lot is acceptable). OPAA BOD will determine if player/coach must sit out following game.						
Fighting	Fighting will result in an immediate ejection						
Forfeits	Forfeits are scored 7-0						
Base Set of Rules	National Federation of State High School (NFHS) - www.nfhs.org						

Bat Rules for All Divisions

1. At any point, an umpire may request to inspect a bat before or during an OPAA sanctioned game. If the owner/user refuses to allow inspection then the bat is assumed illegal and not eligible for use in game.
2. Any bat that has been changed in its physical makeup outside of the original manufacturers product (aka altered bat) is not legal for OPAA sanctioned games.
3. Bats that are damaged in any way, including but not limited to cracked, warped, missing a knob/cap, having a rattle, etc. are not legal for OPAA sanctioned games.
4. Bats may not have any certifying markings or graphics worn off the bat. Bats that have certifying or identifying markings worn off the bat shall be removed from play.
5. No substance shall be added to the bat barrel. The barrel of the bat and all identifying marks or graphics shall be free of any foreign obstruction. If a foreign substance is discovered or identifying marks on the bat are not visible the bat shall be removed from play.

Approved Bat Specifications for All Divisions

T-Ball	6-8U, 9-10U, 11-12U	13-14U
Metal/Composite bat	Metal/Composite/Wood bat	Metal/Composite/Wood bat
USSSA BPF 1.15 or USA Bat	USSSA BPF 1.15, USA Bat, BBCOR, and legal wood bats	USSSA BPF 1.15 -5, USA Bat -8, BBCOR -3, legal wood bats
Max 26" length and 2.25" barrel diameter	All sizes allowed	All sizes allowed within drop limits

List of Banned Bats

- 2015 Demarini CF7 (-5)
- 2015 Easton XL1 (-5)
- 2016 Demarini CF8 (-5)
- 2016 Demarini CF8 (-8)
- 2016 Demarini CF8 (-10)
- 2017 Demarini CF Zen Balanced (-8)**
- 2017 Demarini CF Zen SL 2 3/4" (-10)**
- 2017 Demarini CF Zen Zero Dark 2 3/4" (-10)**
- 2017 Demarini CF Zen - Balanced (-5)
- 2017 Demarini CF Insane - Endloaded (-5)
- Louisville Slugger Blue Meta Composite (33/30 model only)
- 2018 Dirty South Kamo BB KA 8 (30/22, 31/21, 32/22, 31/23, 32/24 only)
- (Easton) Ghost X (30/20 only - USA Baseball Marked)
- 2022 Stinger Missile 2 - (33/30 model only)

**Re-tooled models may be used. Must have updated model number, new orange end cap, and stickers indicating the corrected performance standards.

Pitching Rules for Kid Pitch Divisions

1. Once a pitcher throws a warm up pitch, they must complete one at bat before substitution (except in the case of an injury).
2. Pitch count is based on Calendar Day (pitch on Monday and require one day rest – eligible Wednesday).
3. A pitcher shall receive at least 8 warm-up pitches on initial appearance and 5 warmup pitches in subsequent innings.
4. Umpire may add, but not reduce, pitches at their discretion. Pitcher may throw fewer warmup pitches at their discretion.
5. Once pitcher reaches daily max, they may finish current at bat and must be removed immediately following that batter.
6. An official mound visit is required if a pitcher hits 2 batters in the same inning. Pitcher must be removed if they hit a 3rd batter in the same inning and is not eligible to return.

Age	Daily Max	Required Rest				
		0 Days	1 Day	2 Days	3 Days	4 Days
9-10U	75	1-20	21-35	36-50	51-65	66+
11-12U	85	1-20	21-35	36-50	51-65	66+
13-14U	95	1-20	21-35	36-50	51-65	66+

-Adapted from the MLB Pitch Smart Guidelines

Violation of pitch limits and eligibility rules will result in the following penalties:

- First violation – Forfeiture of the game
- Second violation – Forfeiture of the game and a two-game suspension
- Third violation – Forfeiture of the game and removal from the coaching position

Miscellaneous Safety Rules for All Divisions

1. No buckets, stools, or other items or equipment may be outside of the dugout when the ball is in play.
2. Batting helmets must not have a chrome or mirror-like finish.
3. 6-8U ML/AL shin guards optional for catcher at parent's discretion.
4. Protective cup required for catchers in all kid pitch divisions.
5. C-Flap optional in all divisions at parent's discretion.

Player Rotation Rules for All Divisions

1. No player can sit out on defense twice in a game until everyone on the team has sat out at least one full inning.
2. No player can sit out on defense in consecutive innings.
3. Late arrivals will be inserted into the lineup at the bottom of the batting order. All other playing time rules apply.
4. 6-8U All players must play infield (not including catcher) at least once prior to the conclusion of the 4th inning.
9-12U All players must play infield (including catcher) at least once prior to the conclusion of the 4th inning.
6-12U All players must play outfield or sit out at least once prior to the conclusion of the 4th inning.
-Exception: Agreement between coach/parent(s) for player safety. Opposing coach/umpire notified at plate meeting.
-Exception: 9-12U starting pitcher may continue pitching consecutive innings as long as no other rules are violated.
5. Defensive changes not allowed during inning unless required due to injury or illness.
-Exception: Pitcher changes in kid pitch divisions. All other pitching rules apply.

T-Ball Division Specific Rules

1. We do not keep score or use umpires for T-Ball. This division is intended to be a fun environment to introduce kids to the sport. Please do your part to foster a fun, learning environment and leave the intense competition to future years!
2. Offensive Coaches - First base coach, third base coach, and batting coach.
3. Both teams will bat through their entire line-up each inning.
4. Players are allowed 5 swings per at bat regardless of strikes. Coach's discretion whether to use a tee or pitch. After the 4th attempt, a coach may assist with a swing off the tee.
5. No on deck batters allowed on the field or outside the fence.
6. Baserunners may not advance on overthrows.
7. A batted ball that does not travel on or outside a marked 20-foot radius of home plate is a foul ball.
8. Defensive coaches should make safe/out calls as well as judgment calls for when to stop base runners based on play.
-Defensive coaches can roam the outfield to assist as needed.
9. ALL PLAYERS should rotate from outfield to infield every other inning. NO PLAYER should play the outfield 2 innings in a row.
10. Outfielders are not permitted to run the ball into the infield to make an out.
11. The player at the pitcher position must have one foot inside the pitching circle (or on the front hash of fields in the quad) before each swing and may not leave the circle until the ball is hit.
12. On defense, each team will have 5 infielders (no catcher) with the remaining players spread out as outfielders positioned 10' behind the infield transition to grass before each swing. No players should sit out an inning.
13. Defensive players must throw, not roll, baseball to another defensive player. Coach's discretion on intent for safe/out call.

6-8U Division Specific Rules (applies to all unless noted otherwise)

1. Time Called During Play - Only an umpire can call time
 - NL - When ball is in play, an umpire will call time (at their discretion) once an infielder possesses the ball and all base runners have substantially conceded their opportunity to advance.
 - ML/AL - When ball is in play, an umpire will call time (at their discretion) once an infielder possesses the ball and is not making an attempt to get a baserunner out.
 - Runners not past the halfway hash will be sent back to the previous base.
2. Offensive Coaches
 - The coach pitcher MAY NOT coach baserunners and is REQUIRED to immediately leave fair territory when a ball is in play.
 - The coach pitcher should remove a bat, if obstructing home plate, as they exit fair territory.
 - Violation of these rules by the coach pitcher will result in one warning and subsequently an out (umpire's discretion).
 - AL/NL - First base coach, third base coach, and coach pitcher.
 - ML - First base coach, third base coach, batting coach/coach catcher, and coach pitcher.
3. ML/AL - Baserunners are only allowed to advance one extra base on an overthrow regardless of subsequent overthrows.
4. If 5th pitch (or subsequent consecutive pitch) is called foul or is deemed unhittable (umpire discretion - not at request), the batter will get an additional pitch.
5. ML - If 5th pitch (or subsequent consecutive pitch) is not put in play, batter may use a tee once per game. Coach may assist with setup but not help swing. Player gets two attempts hitting off the tee before being called out. Future at bats in the same game will be considered an out after the 5th pitch rule is exhausted if tee has already been used.
6. No on deck batters allowed on the field or outside the fence.
7. A batted ball that does not travel on or outside a marked 20-foot radius of home plate is a foul ball.
8. Outfielders are not permitted to run the ball into the infield to make an out.
9. The player at the pitcher position must have one foot inside the pitching circle (or on the front hash of fields in the quad) before each pitch is thrown and may not leave the circle until the ball crosses home plate.
10. On defense, each team will have four outfielders positioned 15' behind the infield transition to grass before each pitch.
11. Defensive players must throw, not roll, baseball to another defensive player. Umpire's discretion on intent for safe/out call.
12. Catcher must be positioned within the white lines behind home plate.

9-10U Division Specific Rules

1. When ball is in play, an umpire will call time (at their discretion) once an infielder possesses the ball and all base runners have substantially conceded their opportunity to advance.
 - Ball will be put back in play by umpire (at their discretion) when pitcher/batter are ready
2. When the pitcher has possession of a live ball and is in contact with the pitching rubber, any base runner who does not immediately return to the previously occupied base is out (umpire's decision).
 - Exception: A baserunner actively running towards a base prior to contact with pitching rubber may proceed.

Ocee Park Field Base/Mound Lengths

Field #1

Base Distances	
Front Peg	60 ft
Second Peg	65 ft
Third Peg	70 ft
Pitching Distances	
Front Hash	46 ft
Middle Hash	50 ft
Back Hash	54 ft

Field #2

Base Distances	
Front Peg	60 ft
Second Peg	65 ft
Third Peg	70 ft
Pitching Distances	
Front Hash	46 ft
Middle Hash	50 ft

Field #3

Base Distances	
Front Peg	70 ft
Second Peg	80 ft
Third Peg	90 ft
Pitching Distances	
Front Hash	50 ft
Middle Hash	54 ft
Back Hash	60 ft

Field #4

Base Distances	
Front Peg	60 ft
Second Peg	65 ft
Third Peg	70 ft
Pitching Distances	
Front Hash	46 ft
Middle Hash	50 ft
Back Hash	54 ft

Field #5

Base Distances	
Front Peg	55 ft
Second Peg	60 ft
Pitching Distances	
Front Hash	40 ft

Jacobs Field

Base Distances	
Front Peg	60 ft
Second Peg	65 ft
Pitching Distances	
Front Hash	40 ft