

OK Hardball Baseball Rules

Majors Division

GENERAL RULES:

- Games will consist of six (6) innings. In case of inclement weather or impending darkness the game will be considered complete at the conclusion of four (4) innings.
- If there is a **TORNADO WATCH** or **WARNING** at 5:00 p.m. on game day, **ALL GAMES ARE CANCELED**. In the case of other inclement weather, the age group rep will make the decision to call the game prior to game time. If the field is unplayable the coaches can cancel the game at the field. If the game is canceled the coaches shall contact their respective OK Hardball Area Representative for a reschedule of the game. Every effort will be made to make up any cancelled games.
- **COACHES DISCRETION:** In the case of impending inclement weather, or approaching darkness, both coaches may mutually agree, with approval of the Umpire, on a three (3) run rule from the beginning of the game. This will allow both teams to only score three (3) runs an inning.
- Distances: Bases - 60 feet Pitchers mound – 46 feet.
- Scorekeepers, managers, coaches and players are not permitted behind the backstop while the game is in progress.
- Scores must be reported to the OK LL area representative for your area via email within 24 hours of game. This is for proper placement for playoffs.
- In case of a tie after regulation play, and time permits, the game shall continue to determine a winner.
- The Umpire has the discretionary right to eject any player, coach, or spectator/parent from any game, or cause a team to forfeit a game.

OFFENSE RULES:

- Bunting is allowed
- All team players present must bat in rotation, according to a lineup provided between coaches prior to the start of the game, without change, except for the late arrival players who will be added to the end of the batting lineup.
- Maximum bat barrel diameter is 2 5/8 inches.
- When a pitcher is removed from the pitching position, that pitcher may not return to the pitching position during the same game. A pitcher may not pitch anymore than four (4) innings, or twelve (12) consecutive outs per ball game. The intentional throwing of a curve ball by a pitcher is not allowed.
- A runner must slide into base **when ball is in air thrown toward that base** (except 1st base). If the runner makes contact with the defensive player (coming into base) above the waist, he/she will be automatically out!!
- All batters, when in the batters box, and all runners when on base, must wear protective helmets. Players or base runners will be called out if found to be without a helmet.
- A base runner may lead-off or may attempt to steal a base only after the pitched ball has crossed home plate. If the ball is still in play, the runner may steal. NO balk rule.
- A batter or base runner may only advance one (1) base if the ball is over-thrown out of the field of play. If the ball is still in play batters and base runners may advance as far as possible. One base shall be defined as the base the runner is running to plus one. (Umpires discretion)
- A team may only score (5) runs per inning. Unlimited runs are allowed in the final inning.

DEFENSE RULES:

- On an uncaught third strike with no runner on first base or with two outs, the batter immediately becomes a runner.
- Defense in Majors constitutes 9 players and every player will participate for a minimum of three (3) full innings. Free substitution is permitted. Equal playing time is encouraged.
- When a pitcher is removed from the pitching position, that pitcher may not return to the pitching position during the same game. A pitcher may not pitch form anymore than four (4) innings, or twelve (12) consecutive outs per ball game.
- **INFIELD FLY RULE:** Infield fly is a fair fly (not a line drive nor attempted bunt) which can be caught by an infielder (rule does not preclude outfielders from being allowed to make the catch) and provided the hit is made before two outs, and at a time when first and second bases, or all bases are occupied. When determined the Infield Fly Rule applies; the umpire shall declare "Infield Fly Rule" for the batter being out and for the benefit of the base runners to advance after retouching their base.

BLOOD RULE: Applies to any player, coach, umpire, or official who is bleeding, or found to have fresh blood visible on his/her uniform or person. If at any time an umpire, coach, or official sees blood on the uniform or body of a player, coach, umpire, or official, the game shall be stopped, and an adult should treat the wound by cleaning and covering the area. If a uniform has fresh blood visible, that uniform part shall be exchanged for a non-contaminated clothing article part. If no uniform replacement is available, any clothing article may be substituted. There shall be no violation for wrong color. The bleeding must be stopped completely, and covered, before the player can re-enter the game. An injured player will be given ample time for treatment and clothing exchange. If the umpire decides the delay is too long, the game will resume with a substitute player. Once the injured player has finished receiving treatment and/or uniform exchange that player will be allowed to immediately re-enter the game.

In case of serious injury involving unconsciousness or suspected fracture, comfort the injured person, maintain the integrity of the injury, and follow your area's guidelines for contacting trained assistance. Do not move the injured person and do not allow this person to re-enter the game.

In the case of injury, coaches are required to contact their OK Hardball Area Representative within 24 hours of the injury and the Accident/Injury report shall be submitted to the league area promptly thereafter.

THE OK Hardball AREAS WILL ACCEPT NO RESPONSIBILITY FOR PAYMENT OF TRANSPORT SERVICES SUCH AS AMBULANCES.

UNSPORTSMAN LIKE CONDUCT, shall be defined as follows; Any conduct, physical or verbal, displayed by any player or coach, and directed at any other player, coach, umpire, or spectator, which is unbecoming to the integrity of good sportsmanship and the spirit of fair play as has become the practice of the OK Hardball League, shall be considered Unsportsmanlike Conduct.

Any player or coach displaying unsportsmanlike conduct during a game, or while representing the OK Hardball League, shall be immediately dismissed from the game in progress. The umpire will enforce this rule. The incident of unsportsmanlike conduct will be reported to your OK Hardball Area Representative promptly, for review for any further follow-up actions.

Any player or coach, having exhibited unsportsmanlike conduct shall not be allowed to participate in any further games or practices until approved by the OK Hardball Executive Board. The OK Hardball Executive Board consists of all OK Hardball Area Representatives. The OK Hardball Executive Board will convene promptly to review the matter. After a decision has been reached by the OK Hardball Executive Board, and that decision results in additional actions of discipline, the affected person, or a parent of the affected person, may protest the decision with a verbal appeal to the President of the League. This verbal appeal must be transmitted to the League within 48 hours of the League decision. If the Executive Board decision is of no additional discipline the affected player may participate in his/her next regularly scheduled game.

*****COACHES ARE ENCOURAGED TO HAVE TEAM MEMBERS PICK UP ANY TRASH AFTER ON THE FIELD OR AROUND THE BENCHES AFTER THE GAME.*****