

MOORE YOUTH BASEBALL ASSOCIATION, INC.

Official League Rules & Regulations
2008 Season

Buck Thomas Memorial Park
(12th Street Park)
1501 NE 12th
Moore Oklahoma

Rules amended and approved January 2008

RAINOUT INSTRUCTIONS

1. MOORE YOUTH BASEBALL ASSOCIATION, INC. (MYBA, Inc.) has established a phone announcement system for canceling games because of rain, wet grounds or other conditions. Coaches, Managers, Umpires and Board Members may call **799-2910** anytime they suspect games may have been canceled.
2. The announcement will be prepared and recorded on the machine by 4:45 PM on the day in question. Once you receive the message, please do not continue to call and tie up the line. The message will remain the same until the next questionable day occurs.
3. **DO NOT CALL THE EXECUTIVE OFFICERS. IF YOU HAVE QUESTIONS, CALL YOUR PARTICULAR AGE GROUP COORDINATOR.**

INSURANCE COVERAGE

1. If a player is injured in connection with his participation in games or practices, insurance reporting and claim forms can be picked up from the Association's Secretary. The Association Secretary must be notified within 48 hours of accident form claim to be processed. The association's insurance does pay in addition to players own insurance.

GROUND RULES

1. All age groups will be governed by the local rules set forth by the MOORE YOUTH BASEBALL ASSOCIATION, INC. as outlined in this document, followed by the Oklahoma USSSA Baseball State Tournament rules, current addition. **The Executive board is the authority having jurisdiction.**

A.) Special Permission- The authority having jurisdiction for enforcing these rules may grant exception.

B.) Enforcement- The authority having jurisdiction for enforcement of the rules has the responsibility for making interpretations of the rules, for deciding on the approval and disapproval of certain situations, and for granting special permission contemplated in a number of the rules. By special permission, the authority having jurisdiction may waive specific requirements or permit alternative methods where it is assumed that the equivalent objectives can be achieved by establishing and maintaining effective safety, leadership, and sportsmanship.

2. No age group will be allowed to use designated hitters.
3. Teams shall be allowed a courtesy runner for the catcher and the pitcher if desired. The courtesy runner for 9 year old and up shall be any player on the roster who is not in the lineup for the inning. The courtesy runner for 8 year old and down shall be the player that made the last out. The substitution and Re-Substitution rules does not apply to courtesy runners.
4. Rule 1, Section 3, Article 5 is excluded from Association rules (Bat sizes) except for Minors. The -3 rule applies in Minors.
5. No player will be ejected from game for substitution violations.
6. In all age divisions an Extra Hitter (EH) will be allowed. This will give a team a 10-player lineup that must be declared before the start of the game and used the remainder of the game. If a team is unable to continue a 10-player lineup for any reason, that slot will be an out. The player in the EH position, while not actually playing a defensive position, will be treated as though they are for substitution purposes. The re-entry rule applies for the EH. **Example:** Bill is the EH and batting 4th. John is the catcher and batting 7th. Bill can become the catcher and John the EH. Both players would remain in their original batting order. All players can move freely in defensive positions-the EH is considered a defensive position.
7. Coaches for age groups 4 thru 8 will be required to except no less than 12 players. 12 players are considered a full roster.
Coaches for age groups 9 thru 16 will be required to except no less than 11 players. 11 players are considered a full roster.
8. Any coach not complying with rule #7 will be suspended.

SIZE OF PLAYING DIAMONDS

1. T-Ball will play on diamonds with 50 feet between bases. The front edge of the Pitcher's plate shall be 30 feet from the back of home plate.
2. Machine Pitch will play on diamonds with 60 feet between bases. The front edge of the Pitcher's plate shall be 44 feet from the back of home plate.
3. PeeWee (9) will play on the diamonds with 65 feet between bases. The front edge of the Pitcher's plate shall be 46 feet from the back of home plate.

4. PeeWee (10) will play on the diamonds with 65 feet between bases. The front edge of the Pitcher's plate shall be 46 feet from the back of home plate.
5. Midget (11 & 12) will play on diamonds with 70 feet between bases. The front edge of the Pitcher's plate shall be 50 feet from the back of home plate.
6. Prep (13 & 14) will play on diamonds with 80 feet between bases. The front edge of the Pitcher's plate shall be 54 feet from the back of home plate.
7. Minor (15 & 16) will play on diamonds with 90 feet between bases. The front edge of the Pitcher's plate shall be 60 feet from the back of home plate.

TIME/RUN LIMITS OF GAMES

1. All game times will begin immediately after the first pitch of the game. There will be no more warm up pitches for the starting pitcher unless between innings.
2. T-Ball will have a six (6) run per inning limit. All games for these ages will be limited to five (5) innings unless halted by time limit (1hr.)
3. 7 & 8 year olds (Machine Pitch) will have a six (6) run per inning limit. All games for these ages will be limited to five (5) innings unless halted by time limit (1hr. 10min.)
4. 9&10 year olds (PeeWee) will have a six (6) run per inning limit. All games for these ages will be limited to five (5) innings unless halted by time limit (1hr. 15 min.)
5. 11 &12 year olds (Midgets) will have a seven (7) run per inning limit. All games for these ages will be limited to six (6) innings unless halted by time limit (1hr. 30 min.)
6. 13 & 14 year olds (Prep) will have a seven (7) run per inning limit. All games for these ages will be limited to seven (7) innings unless halted by time limit (1hr. 40 min.)
7. 15 & 16 year olds (Minors) will have a seven (7) run per inning limit. All games for these ages will be limited to seven (7) innings unless halted by time limit (1hr. 50min.)

GAME ENDING RUN RULES

1. 6yr-old-T-Ball and Machine Pitch, 13 runs after 3 innings and 7 runs after 4 innings.
2. 9 & 10 (PeeWee) 13 runs after 3 innings and 7 runs after 4 innings.
3. 11 & 12 (Midget) 12 runs after 4 innings and 8 runs after 5 innings.
4. Preps & Minors 12 runs after 4 innings and 8 runs after 5 innings.
5. After regulation play has expired a maximum of two innings will be played in the event of a tie these extra innings we begin with one out and one runner on second. That runner must be the last player out in the previous inning. If game remains tied it will be recorded as a tie.

AGE CLASSIFICATION

1. Five-year-old T-ball: Age 4 & 5, cannot be 6 prior to May 1, current year, and must be 4 on or before March 1, current year.
2. Six-year-old T-Ball: Age 5 & 6, cannot be 7 prior to May 1, current year, and must be 6 on or before May 1, current year.
3. Seven-year-old Machine Pitch: Age 6 & 7, cannot be 8 prior to May 1, current year.
4. Eight-year-old Machine Pitch: Age 7 & 8, cannot be 9 prior to May 1, current year.
5. Nine-year-old PeeWee: Age 8 & 9, cannot be 10 prior to May 1, current year.
6. Ten-year-old PeeWee: Age 9 &10, cannot be 11 prior to May 1, current year.
7. Eleven-year-old Midget: Age 10 & 11, cannot be 12 prior to May 1, current year.
8. Twelve-year-old Midget: Age 11 & 12, cannot be 13 prior to May 1, current year.
9. Thirteen-year-old Prep: Age 12 & 13, cannot be 14 prior to May 1, current year.
10. Fourteen-year-old Prep: Age 13 &14, cannot be 15 prior to May 1, current year.
11. Fifteen-year-old Minor: Age 14 & 15, cannot be 16 prior to May 1, current year.
12. Sixteen-year-old Minor: Age 15 & 16, cannot be 17 prior to May 1, current year.
13. Players have the option of playing up in a higher age group but only one year at the coaches discretion and with the written consent of parent or guardian. They will not be allowed to play down in lower age groups. **NO EXCEPTIONS!!**
14. Copies of certified birth certificates for players in all age groups must be submitted when players sign up or when a player is added to the roster.

SAFETY

1. Each team through Minors must wear batting helmets with ear protectors, both batting and running. Helmets must remain on at all times once batter/runner leaves the dugout and enters the playing field.
2. All catchers must wear chest protectors, leg guards, catcher's masks & protective cups (protective cups not mandatory for T-Ball).
3. An 8 ½" baseball or equivalent will be used in T-Ball only.
4. The pitcher is required to wear a batting helmet with a face guard for T-Ball, 7 & 8 year old Machine Pitch. (League play only) For tournaments, these age groups are required to wear a minimum of a batting helmet.
5. Steel cleats are allowed in age groups 13 and up only, while **prohibited** in all other age groups.

UNIFORMS

1. All uniforms will consist of a jersey, pants, socks and a cap. Each player's uniform must have a number on the game jersey prior to the first Association game. A jersey or Tee shirt must be worn under a sleeveless vest.
2. Any cold weather attire can be worn as long as the jersey underneath with the number can be shown for verification if so needed.
3. Jewelry of any kind will not be permitted.

GAME SCHEDULES

1. Game times and dates as shown in the schedule book and rainouts are final. Changes **will not be allowed** unless approved by the Association's Vice-President in charge of that particular age group. Once the schedule is released there will be a two (2) week grace period to request changes to the schedule. After the two (2) week period there will be a \$25.00 fee to make changes payable to the MYBA, Inc. general fund per schedule change.

PLAYER REGISTRATION AND FEES

1. Fees to play non-competitive tee-ball will be \$40.00 per child. Fees to play baseball will be \$60.00 per child. For Non-Residents, see NON-RESIDENT PLAY.

A. The board will establish a deadline for all fees, player cards, rosters, and birth certificates and signed copies of all coach's code of ethics to be turned in to the appropriate Board Member. **The (4) four roster copies must be in alphabetical order. Last name first, and first name as it appears on birth certificate.**

B. All league fees will be paid *in full* to the association by the head coach in the form of either one certified check or money order. **NO EXCEPTIONS!!**

C. The above certified check/money order will include \$55.00 for the pre-season tournament fee.

D. YOU MUST REGISTER YOUR TEAM ONLINE WITH USSSA AT WWW.USSSA.COM PRIOR TO THE PRE-SEASON TOURNAMENT **NO EXCEPTIONS!!**

E. After the first scheduled Pre-Season game, a new resident player will not be eligible to participate in any Association games until 48 hours after the Association's secretary has been notified that they have signed up. During these 48 hours, the board member must turn in the player's card, fee, a verified copy of the birth certificate and new rosters to the league secretary. Failure to comply will result in forfeiture of games player has played in.

F. Players already in the MYBA, Inc. League that are switching teams must abide by the same rule in paragraph E.

2. *No part of player fees will be returned/refunded after a player has actively participated in one MYBA, Inc. league game. League games start with the Pre-Season tournament.*

NON-RESIDENT PLAY

1. Non-Resident: **Any person not residing within the Moore school district.** Upon request any player in question must provide proof of residency within 2 business days of notification to MYBA, Inc., or shall be suspended from play until request is provided and a committee governing Non Resident Play makes a decision.
2. Non-Resident League Fee: Fees to play non-competitive tee-ball will be \$80.00 per child. Fees to play all other age groups shall be \$120.00 per season per individual player.
3. All Non Resident players must abide by all rules governing the play of baseball as set forth by MYBA, Inc.
4. Non-Resident player will be allowed to play as long as they abide by all rules governing Non Resident play and Non resident placement.
5. No Non Resident player shall be allowed to play after the rosters and league fees are turned in unless approved by Non Resident Committee.
6. Non-Resident placement: See rules governing Non Resident Placement.

7. Non-resident player, who has played legally on the same team for at least 2 years, shall be allowed to play for any existing team. As long as the team meets league criteria for an existing team and should not be considered a non resident or pay additional fees unless changing teams.

A. Any player who has legally played for an existing team for at least one year who was a resident of Moore moves out of town is "grandfathered" in as long as the player plays on the existing team.

8. ANY COACH PLAYING A PLAYER IN VIOLATION OF RULES GOVERNING NON RESIDENT PLAY SHALL FORFEIT ANY GAMES SAID PLAYER HAS PARTICIPATED IN AND SHALL BE SUSPENDED UNTIL 1ST BOARD MEETING

CONCERNING THE VIOLATION IS HELD. ALL DECISIONS MADE BY THE BOARD ARE FINAL AND MUST BE ADHERED TO BY ALL PARTIES INVOLVED.

9. *I DID NOT KNOW IS NOT AN EXCUSE. SO PLEASE CHECK ALL PLAYERS CAREFULLY.*

NON-RESIDENT COMMITTEE SELECTION

1. Non Resident Placement Committee will consist of five (5) members, two of which must be Executive Board Members.

2. No members of the Placement Committee will be allowed to take any Non-resident players, that committee member must be replaced.

NON-RESIDENT PLAYER PLACEMENT

1. After a player has been ruled eligible to play, their name and age will be given to the Non Resident Player Committee who will then place the player on a team per the rules below.

2. Players that do not live in the Moore Public School District or reside in the Moore City limits will be allowed to play baseball for MYBA, Inc. if the requirements set forth by the Non Resident Player rules.

3. Before the placement of any Non Resident player will take place, a copy of all team rosters must be turned in. This will be done by a date selected by the Executive Board!!!!!!

4. All Non Resident players will be placed as scheduling permits.

RULES FOR PLACING NON-RESIDENT PLAYERS

1. No member of the Placement Committee will be allowed to take any Non Resident players.

2. If any coach of a team or anyone connected to a team contacts a Placement Committee Member to inquire about the placement of a certain Non Resident Player, that coach's team will be disqualified from being considered for that player.

3. No team will be allowed to receive more than two (2) Non Resident players per season, unless approved by the Placement Committee or meeting the criteria of rule (8) of Non-Resident play.

4. A Non Resident player will not be allowed to change teams without going back before the Placement Committee.

5. Before the drawing for any Non Resident payer is done, a head coach must submit a completed roster to the Placement Committee. If a roster is not submitted, that team will not be considered.

6. No Non Resident player will be accepted after rosters and league fees have been turned in, unless approved by the Placement committee.

DRAWING OF NON RESIDENT PLAYERS

1. By committee only.

A. A Placement Committee member will draw a player's name. A different Placement committee member will draw a coach or team name. The player drawn will play for the coach or team that was drawn at the same time. No swapping after player and team have been matched up.

B. Any coach found with a Non-Resident player that has not gone before the placement committee would be suspended until violation can be discussed at the next MYBA, Inc. board meeting. "I did not know" is not an excuse.

RULES GOVERNING PLAYERS

1. Deadline for signups will be March 15th of the current season.

2. No player can be on two baseball/softball league rosters or play in two different baseball/softball leagues. A player

who completes the season in another league cannot join our league without board approval. Effective with the 1995 baseball season. *A school baseball team will not be considered a league team.*

3. Grandfather clauses are in effect for only those teams, which played in and finished the spring season under the MYBA, Inc. during the previous year.

4. Players must live in the Moore Public School District or attend Moore Public Schools. Any child not in the Moore Public School District must be residing with one parent during the summer whose residence is in the Moore School District. New players must sign up for the school they attend or the one nearest their residence when living with a parent for the summer.

5. Players must sign-up for the school they attend (or will attend in the case of T-Ball) except as noted in rule #4. If a resident player attends a private school, then he/she must sign-up for the school he would attend if he were in the Moore school system.

6. Existing teams will be formed first.

7. All **new** teams will be required to take a minimum of players from signups, if available to fulfill a full roster. (9 for ages 4 thru 8 and 8 for ages 9 thru 16). Also see # 10.

A. Head Coach can signup with up to two Certified coaches during signup weekend.

B. All teams will be required to take a minimum of players from signups to fulfill a full roster. (9 for ages 4 thru 8 and 8 for ages 9 thru 16).

8. MYBA, Inc. fall ball is a recreational league and has nothing to do with the spring season rosters.

9. A first year team shall be defined as any team, regardless of age group, that did not play and finish in the MYBA, Inc. during the previous spring season. New teams may begin with only three (3) players of their choice. These three (3) Players must live in the Moore Public School District or attend Moore Public Schools. All other players must come from sign ups. **NO EXCEPTIONS!!**

10. **A HEAD COACH MAY NOT DROP ANY PLAYER FROM HIS CURRENT ROSTER OR FROM THE PREVIOUS YEAR'S ROSTER AGAINST THE PLAYER'S DESIRE TO REMAIN WITH THE TEAM, WITHOUT BOARD APPROVAL.**

11. Existing teams may return with any players returning from previous year spring roster. **Existing teams may pick up, (three) 3 players from within the Moore City limits or players who attend Moore Public Schools.** All other players needed to complete teams will come from sign ups. Under no circumstances will a coach be allowed to recruit players or form his own team. All players wanting to return from previous spring roster must be allowed to return.

12. **IN NO CASE SHALL ANY TEAM BE ALLOWED TO SPLIT INTO TWO EXISTING TEAMS WITHIN THE SAME AGE GROUP.** If a team makes an even split, only the team returning the previous year's head coach (if he wishes to return) or a Board approved assistant if the head coach does not return, shall be considered an existing team. In the event that the head coach does not wish to return and none of the previous year's assistant coaches wish to assume the head coaching responsibilities for the team, then the board will consider for approval anyone who wishes to become the head coach for that team.

13. A player cannot be added to a roster after May 15th. Under no circumstances shall any player be allowed to transfer to a team that is ranked higher at the time of the transfer once association play begins. (Includes Pre-Season tournament).

14. Preps and Minors shall be considered to be open. Preps and Minors are not limited to only three pick-up players. No team will be allowed to drop or cut a player from last years spring MYBA roster. Non-resident player must follow non-resident rules.

15. **PLAYERS WILL BE AUTOMATICALLY EJECTED FROM A GAME IF CAUGHT THROWING EQUIPMENT OR COMMITTING FLAGRANT, UNSPORTSMAN-LIKE CONDUCT AND OR CONTACT.**

Players may remain in the dugout after an ejection and during suspensions. (This includes tournament play).

16. Following ejection from a game for flagrant, unsportsmanlike conduct, the player will automatically be suspended from the next league/tournament game. Any player suspended twice during a season/tournament for violating this rule will be suspended for the remainder of the season/tournament. The player must appear before the Board with his/her parents and head coach before the end of the current season/tournament to determine if the player will be allowed to return the following year.

17. A coach caught playing a suspended player during any suspension causes his team to forfeit any game in which the suspended player played. (Taking the field in any capacity constitutes playing). The coach will be suspended until a board meeting is held to review the matter.

18. No player will be allowed to use a cell phone or any other electronic devices during game times.

RULES GOVERNING MANAGERS AND COACHES

1. All managers (head coaches), assistant coaches, and or dugout parents will be required to be certified by the National Youth Sports Coaches Association (NYSCA). All interested parents may attend any session. Coaches and managers previously coaching in the Association will be automatically approved upon certification. Any coach or manager previously suspended for more than two games must attend a board of directors meeting to be approved for reinstatement after recertification.

2. All managers, head coaches, assistant coaches, and or dugout parents will be required to pay for a yearly security background check through the city of Moore.

3. All managers and coaches shall be expected to teach fair play and good sportsmanship to their players through their example and conduct while on the practice field and during games.

Any manager and/or coach will automatically be suspended for actions committed that would be damaging for their team or the Association in general. Any manager/coach, player or scorekeeper refusing to leave the game after ejection by an umpire **will cause their team to forfeit the ball game**. Managers and/or coaches must leave the ballpark. Players may stay in the dugout if controlled by a certified coach/person.

4. **All ejection's from a game will go before the UIC, board member and executive on duty to decide if the coach/manager should attend the PAYS program through the city of Moore and/or will determine if further punishment should be given. The coach/manager/spectator in question is suspended until final decisions are made. NO EXCEPTIONS!! Every attempt will be made to resolve within 24 hours of incident.**

5. Managers and coaches are responsible for the following:

A. To conduct themselves in a sportsman-like manner in dealing with umpires, opposing coaches, players and fans.

B. To control the conduct of their players and fans.

C. To be knowledgeable of baseball rules and coaching methods.

D. To sign & uphold the Coaches Code of Ethics.

E. To wear a minimum of a team hat and appropriate attire. (No tank tops, flip-flops or clothing that advertises tobacco or alcohol products of any kind).

6. **The use of tobacco products by managers and coaches is prohibited anywhere in the ballpark.** A warning will be given on the first instance. Further failure to comply with this rule will cause your team to forfeit the game being played.

7. Profanity or use of alcoholic beverages is not allowed. Any manager or coach under the influence of alcohol on the playing field or practice field will lose their team for the remainder of the season. Board approval is required to return.

8. *All managers and coaches are encouraged to participate in all Association fundraising activities, including tournaments.*

9. Home team for the last game of the night or day is responsible for removing the equipment from the field. Place bases in the box in the third base dugout. Also plug the base anchors with the plugs from the box. Thank you! (Home teams are assigned to the third base dugout).

10. Coaches and managers are responsible for clean up of their dugout after any game. Violators will clean the entire ballpark.

11. Every team is responsible for a minimum of eight (8) man-hours of labor per season to aid in the maintenance of the fields. Failure to participate on workdays will result in a \$150.00 fine and the forfeiture of the Teams first two league games. Said fine will be paid before the team will be allowed to play. Coaches or team representatives are required to

sign in and out on work days.

12. Managers and coaches will be expected to comply with the Association player participation rule. A player must play 50% of the total Association league play, (Tournaments do not count) with the decision coming from the manager in reference to disciplinary restrictions. Every manager and coach should make every effort to see that all players participate in every game, subject to game length and the player's disciplinary restriction. (Failure to comply can result in suspension).

13. Only players participating in the game (any player listed on the team roster is considered participating), one bat boy/girl and three Certified coaches will be permitted on the playing field during the game. (T-ball & Machine pitch will be permitted four coaches).

14. Head coaches only will be allowed to discuss decision calls with the umpires. (Any deviation from this will result in a coach's warning)

15. A player may not change teams after May 15th.

RULES GOVERNING PARENTS

1. All parents must sign and abide by the Parents Code of Ethics and Parents Behavior Policy provided by the City of Moore.

SCORE KEEPERS

1. Home team score book is the official book of the game.

2. All score keepers will sit near or behind the home plate umpire (behind the screen).

3. All scorekeepers are expected to be knowledgeable of the score keeping procedures, as a minimum when players are substituted, the inning must be annotated by the players name since the score book will be used in reference to the 50% playing rule.

4. **ALL SUBSTITUTIONS MUST BE REPORTED TO THE HOME PLATE UMPIRE AND THE OPPOSING TEAM SCORE KEEPER PRIOR TO PLAYER ENTERING THE GAME.**

A. Failure to comply will result in automatic out.

5. All line up cards must be given to the home plate umpire prior to start of play, to establish a formal team line up.

6. Team in the 3rd base dugout shall provide a person over the age of 16 to run the scoreboard. **Under no circumstances should anyone under the age of 16 be in operation of the scoreboard. NO EXCEPTIONS!!**

PROTESTS

1. There will be \$50.00 cash protest fee filed with any protest. Protest must be signed by the manager and submitted in writing to any Executive Board member within 48 hours following the game being protested.

2. A manager contemplating a protest violation of playing rules on the field on play must notify the home plate umpire immediately of his/her desires and before the next pitch is thrown.

The umpire must announce that the game is being played under protest and the official score book must be annotated with the inning, outs, strikes/balls and the runner positions when the protest occurred.

3. Decisions by the Board's Grievance Committee shall be final on any protest. If the protest is upheld, the protest fee will be returned to the protesting manager.

Grievances:

1. \$50.00 cash grievance fee (non-refundable) to be filed with any grievance.

2. The grievance must be in writing and signed by the originator.

3. Video/audio nor surveillance tapes will not be allowed in any grievance.

4. The grievance document and fee must be surrendered to the Age Group Coordinator within 48 hours of the infraction.

5. The Age Group Coordinator will try to resolve the issue first and if un-resolvable, then the Baseball Director will determine if a grievance committee should convene.

6. All parties noted in the grievance will be required to be present at the grievance hearing. **No exceptions!**

7. The Baseball Director will call and chair the committee for all grievances.
8. The person(s) filing the grievance will be given fifteen (15) minutes to present a case. The party being filed upon will be given fifteen (15) minutes rebuttal. A fifteen (15) minute discussion, in an executive session, will follow by the grievance committee.
9. The grievance committee will render a decision once all facts have been submitted. **Their decision will be final.**
 - A. Probation shall be handed down as punishment for the following infractions, but not limited to:
 - B. Practicing on football or baseball fields without proper authorization.
 - C. Insufficient player time.
 - D. Not fulfilling the “field maintenance” requirement for head coaches/teams.
 - E. Poor management skills.
 - F. Use of profanity.
10. A one (1) year suspension to be handed down for the following infractions, but not limited to:
 - A. Two (2) infractions during same game
 - B. Two (2) unsportsmanlike ejection’s from same/different games.
 - C. Use of alcohol while coaching anytime.
 - D. Act of fighting.
 - E. Having illegal players on a roster.

RULES GOVERNING UMPIRES

1. All Umpires must be registered with USSSA before they work first game.
2. All Umpires will be coordinated by and responsible to the Association’s appointed Head Umpire. The Head Umpire is then directly responsible to the Board of Directors.
3. Umpires will have full charge of the game 15 minutes prior to the scheduled starting time. They shall make all judgments concerning field playing conditions equipment and questions regarding play of the game. The Head Umpire will make decisions concerning games affected by the weather after games have started.
4. Umpires are expected to conduct themselves in a sportsman-like manner that will display their knowledge of baseball rules and fair play. Profanity or drinking of alcoholic beverages will not be permitted. The Head Umpire and the Board of Directors will automatically suspend any Umpires suspected of being under the influence of alcoholic beverages, pending an investigation. Use of tobacco products will not be allowed (this includes chewing tobacco and dipping). Umpires can expect to receive fair treatment from coaches, players and fans. They shall have support from the Board of Directors enforcing the rules set forth by the league.
5. The use of cell phones or other electronic devices will not be permitted during game time.
6. Umpires will be expected to have a good working knowledge of baseball rules and the mechanics of good umpiring. All Umpires are to be registered with USSSA for all ages.
7. Umpires shall report any major disturbances, protests by managers or questions regarding their duties to the Head Umpire. The Head Umpire shall in turn report to the Executive Board member on Duty.
8. The Head Umpire and the Board of Directors shall handle any questions regarding the abilities of any Umpire. Should any questions arise, they must be submitted in writing to the Board of Directors.
9. If an umpire is involved in a physical altercation with a manager, coach, player, fan, and or parent the umpire will not complete that game they are officiating. Also will not officiate another game until the UIC and the executive board have reviewed the altercation. Upon review it will be determined if the umpire involved will be suspended or allowed to return to their schedule.
10. If a forfeit occurs, the Umpires will be paid only if they are assigned to a field. Umpires must stay to umpire scrimmage if necessary. (full game time).
11. If the Head Umpire has been notified in advance that a game/s has been canceled, no umpire fee/s will be paid for the game/s.
12. In order for any (on duty) umpire to receive his/her comp meal and /or beverage, they must turn in a complete and legible game card(s) to the UIC in exchange for a food card. The cards are for that night and or day only and are not to be used as a later date. (use it or lose it).
13. Umpires shall wear USSSA approved attire including gray pants/shorts; light or dark blue collared shirts and navy blue baseball or umpire cap. All home plate umpires shall wear facemasks, chest protectors and shin guards for ages 9 & up.

14. For any groups T-ball through 8 year old machine pitch. All games ending in a forfeit or run rule, before the inning rule and time limit have been reached, will be continued as a scrimmage from that point on (providing both coaches involved agree) until either the inning rule or time limit rule is reached. The Umpires will continue to umpire game continued as scrimmage.

15. All above rules are in addition to the Oklahoma USSSA Baseball State Tournament rules, which will be observed on all diamonds. Any special playing cases regarding player's eligibility, participation or variances from the Association rules must be brought in person before the Board of Directors at a regularly scheduled Board meeting for a decision.

RULES GOVERNING AWARD WINNERS

1. At the end of the season overall won-lost-tie records of all league games (This would not include games listed as exhibition or tournament) will be determined for each team. Team records within each age and bracket will be compared against one another to determine which team has the best overall record. The team with the best record will be declared champion of that age and bracket and will be awarded first place. The board, based on available funds, will also determine award of second and third place in each age division and bracket.

2. In the event of a tie;

The following rules will determine which teams will be declared champion, runner-up and second runner-up.

This would not include games listed as exhibition.

A. WIN-LOSS RECORD

B. HEAD TO HEAD

C. FEWEST RUNS ALLOWED

D. HIGHEST RUN DIFFERENTIAL – Determined by taking total runs scored minus total runs allowed. The maximum run differential per game is +8 or -8.

E. COIN TOSS

OFFICIAL ASSOCIATION GAMES

1. League Schedules will be final once posted. There will be a two(2) week grace period to request changes in the schedule. After the two (2) weeks there will be a \$25.00 fee per schedule change payable to MYBA, Inc. general fund to request any changes.

2. Any Association game will be official and played as long as a team begins with eight (8) players. Any team starting with eight (8) players will have an automatic out charged where the absent player is entered in the official batting order. *The ninth player may be inserted in the automatic out position upon arrival with approval of the home plate Umpire.*

3. Teams will forfeit the game if they cannot field at least eight (8) players within 15 minutes following the official game time. (This is for the first game of the day only).

4. The official game time is the scheduled game time unless both coaches agree. (With at least 48hrs in advance notice for the Head umpire and Vice President of age group.)

5. The official starting time for games will be when the first pitch is delivered.

RAIN OUT / CALLED GAMES

1. In a five (5)-inning game, two and one half (2½) innings will constitute a full game if the home team is ahead. In a six (6) or seven (7) inning game, three and one half (3½) innings will constitute a full game if the home team is ahead. In the event of rain and the game is called before two and one half (2½) innings of a five-inning game or three and one half (3½) innings of a six (6) or seven-(7) inning game. The game will be rescheduled for a later date and continue from the same point at which the game was called. The home plate Umpire will annotate time remaining in the home team score book and also verify correct statistics are properly annotated.

FIVE-YEAR-OLD T-BALL RULES AND REGULATIONS

1. 10 players will play the field with four outfielders. The 4th outfielder may not be allowed to assume an infield position. All outfielders must stay behind the baseline.

2. When "play ball" is called by the umpire the pitcher will be signaled to make a throwing motion to start play. (The coach should move Tee after the ball is put into play.)

3. Games will last 1hr. or two innings which ever occurs first. (Please clear field and dugout ASAP to allow next game to begin on time.)

4. There will be no strikeouts. Each player gets six (6) chances to hit the ball from the tee. To count as a hit, the ball must travel at least five (5) feet from the tee. If the player has not hit the ball after the sixth try, they will automatically advance to first base to have an opportunity to run the bases.
5. Any ball that is thrown or rolls into foul territory and goes past the fielder's control, immediately becomes dead (must be an honest attempt toward first or third base) and the runners may only advance to the next base if they are past the line drawn halfway between the bases. A hit ball that is fair and rolls foul after first or third base is a live ball. This is a judgment call by the umpire. A batted ball thrown past first or third baseman will stop play. All other throws into foul territory are considered live and base runners may advance one base.
6. Pitcher must keep one foot on Pitcher's plate and Infielders must stay behind thirty-foot arc until ball is hit.
7. No stealing. Runner must keep one foot on base till ball is hit. (one warning then they have to go sit down)
8. If the ball is hit into the outfield, it is the responsibility of the outfielders to get the ball. Infielders must stay in the infield for the throw from the outfielder. When an infielder has held the lead runner at a base, the play is dead.
9. Any coach helping in the field is considered part of the field. If a live ball should hit a coach, it is considered a live ball and play should continue. (Coaches are only allowed on the field for the first half of season games.)
10. Each player of both teams must bat each inning. Once the batting line up has been completed the teams will exchange offense/defensive sides. Batting line-ups shall alternate each inning from 1-12 to 12-1. This allows two different batters to lead off.
11. The last batter of each line up should be allowed to run through the bases until home plate is reached. Coaches must change batting order each game to give each player this opportunity.
12. Players who are thrown out or tagged out will be out and must leave the field.
13. The distance between bases will be approx. 50ft. The front edge of the pitcher's plate shall be 35ft. from the backs of home plate.
14. No scorekeepers are allowed to attend 5-year-old-T-ball.
15. All parents are encouraged to carry their MVP on their shoulders to the Home Plate Grill for a team drink!

SIX-YEAR-OLD T-BALL RULES AND REGULATIONS

1. The Oklahoma USSSA Baseball State tournament rules & additional MYBA, Inc. rules listed below will govern all Association games.

T-ball is an addition to the baseball program and is designed to teach children the basic fundamentals of baseball.

SIX-YEAR-OLD T-BALL GROUND RULES

1. Layout of the diamond will be as specified by the USSSA rules (except a.) which are as follows:
 - A. Bases are fifty (50) feet.
 - B. Safety Arc- There will be an invisible thirty (30) foot arc drawn from 1st base line to 3rd base line hash marks by umpire in front of home plate. Infielders must stay behind this line until ball is hit. First offense will be a warning by the Umpire; second offence the batter will be awarded first base. If the ball is hit, all runners will be safe and the ball declared dead.
2. A complete roster of team members shall be placed in the score book and all players will bat continuously in that order. (Except players removed from the game for injury, church, disciplinary restrictions, etc. will be skipped, but cannot be reinserted). Late arrivals shall be inserted as the last batter, only when they arrive at the park and both team scorekeepers and the home plate umpire are notified.
3. Each player will play a minimum of two (2) innings per game in the field providing the game completes five full innings (mandatory).
4. Coaches are not permitted to assist players while in the field.
5. T-Ball will have two (2) officials. The batting team will have a coach responsible for placing the ball on the tee and removing the tee after the ball is put into play.

SIX-YEAR-OLD T-BALL BATTING AND PLAYING RULES

1. The Tee will be placed on top of home plate. While the ball is in play, the ball will not be touched by anyone other than the umpire, the coach of the batting team, or the player on the field. If anyone touches the ball other than those listed in this rule, play will be called dead.

2. When “play ball” is called by the umpire, the coach shall position him/herself against the backstop and out of play. After the ball is batted fair, the coach will remove the Tee from home plate and position him/herself such that they will not interfere with play. The umpire will handle interference by the coach just as he would any other interference call. This is a judgment call by the umpire.
3. The ball is not pitched, but is hit off the Tee.
4. The batter cannot swing at the ball on the Tee until the umpire calls “play ball” and the pitcher has made a pitching motion towards home plate (penalty – a strike). Note: Before the umpire calls the ball in play, the batter may line up the ball with practice swings. After “play ball” is called, a practice swing or accidentally hitting the ball will be considered a strike.
5. The batter is not allowed to “bunt” or swing easy at the ball (penalty – strike).
6. The batter is allowed three strikes at the ball. If on the third strike the ball is batted foul, the batter is out.
7. If the batter hits the ball less than six (6) feet in fair territory (the ball remains in the 6-foot semi-circle) it is considered a strike.
8. Players are not allowed to steal or lead off (penalty – called out).
9. Any ball that is thrown or rolls into foul territory and goes past the fielder’s control, immediately becomes dead (must be an honest attempt toward first base) and the runners may only advance to the next base if they are past the line drawn halfway between the bases. A hit ball that is fair and rolls foul after first or third base is a live ball. This is a judgment call by the umpire. A batted ball thrown past first baseman will stop play. All other throws into foul territory are considered live and base runners may advance.
10. Pitching rules do not apply to T-Ball.
11. If a batter throws his bat and the bat does not hit a player, coach or umpire, his manager will receive a “team” warning from the umpire. All subsequent thrown bats will result in the batter being called out. If the thrown bat hits a player, coach or umpire, the batter is automatically called out and the team manager receives a “team” warning. All subsequent thrown bats will result in the batter being called out.
12. Infield fly rules do not apply.

7 & 8 YEAR OLD MACHINE PITCH RULES AND REGULATIONS

The Oklahoma USSSA Baseball State tournament rules & additional MYBA, Inc. rules listed below will govern all Association games. Board approved balls will be used.

7 & 8 – YEAR OLD BATTING AND PLAYING RULES

1. Safety Arc – There will be an invisible 30-foot arc drawn from 1st baseline to 3rd baseline hash marks by umpire in front of home plate. Infielders must stay behind this line until the ball is hit. Unless bunt is shown.
2. A base runner is out for leaving the base before the ball is hit or reaches home plate. Stealing is not allowed. Except in 8 year old.
3. Team can play 9 or 10 players in the field. The number of players in the field that start the game, must remain for the full game. If playing with 10 players there must be 4 outfielders. Outfielders may not be allowed to assume an infield position. All outfielders must stay behind the baseline.
4. The batting order shall constitute all players on the team roster at the beginning of the game. Late arrivals shall be inserted as the last batter. All players on the roster shall bat before returning to the top of the order.
5. A maximum of 6 runs per inning or 3 outs. Including the last inning.
6. Free substitution on defense. Batting order must remain the same.
7. No bunting except for 8 year old (see bunting rules below)
8. Defensive coaches are not allowed on the field of play and must coach from the dugout.
9. Umpires will call “time” after every play and declare the ball dead. “Time” should be called as soon as the lead runner is not attempting to advance. “Time” does not have to be called by the participants.
10. Infield fly rules do not apply.
11. Pitching Circle – Shall be 10 feet in diameter with the front edge at 40 feet from the back point of home plate.
12. A batter shall receive a maximum of three strikes providing the third strike is not a foul. Strikes can and will be called by the umpire. Balls not in the strike zone will be referred to as No Pitch, so therefore no walks will be issued.
13. The defensive player listed as pitcher cannot leave from behind either line extending from the pitching circle until the ball is hit. Even if bunt is shown.

A. No defensive player may touch or enter the circle. If a defensive player enters this circle, the play will immediately be called dead and the batter will be awarded first base. All base runners will be awarded one base.

14. Courtesy runner for catcher only (Optional). Must be the player that made the last out. If no outs have been recorded the courtesy will be the previous batter not on base.
15. Any batted ball hitting the pitching machine is dead and the hitter is awarded 1st base. All runners advance one base.
16. The front legs of the pitching machine will be placed at 42 feet.
17. Recommended pitching speed is 36-39mph for 7&under (48-50) and 39-42mph for 8&under. (52-54)
18. Bunting
 - A. Allowed in 8 year old only.
 - B. No fake bunts allowed. If a player “shows” bunt then they are committed to attempt to bunt or take the pitch. Penalty for swinging after “showing” bunt, player declared out and no shall runners advance.
19. Stealing
 - A. Allowed in 8 year old only.
 - B. Advance after ball crosses plate.
 - C. Can not steal home.
20. Pitching Machine can be adjusted at top of an inning or unless both coaches agree or at umpires discretion for safety reasons.

PITCHING RULES

The end of the day for this pitching limitation rule is the time of day or night when the ballpark is shutdown and the teams go home for the night break. Games that, either because of rain delay or otherwise, extend past midnight or start late at night past midnight and before the teams take the night break, will still count as though they are on the previous day’s play. If the game continues after the night break (the next day), that part of the game will count as though it was the following day.

LIMITATIONS

1. Column A represents the number of innings a player can throw in 1 day and still pitch the next day.
2. For purposes of this rule in the columns listed, a pitcher is in violation of this rule if he makes any appearance above the pitching limits.
3. For all cumulative totals in this rule, one out equals one-third of an inning, two outs equal two-thirds of an inning and three outs equal a full inning.
4. In age ALL divisions, a player that pitches two consecutive days must rest the third day regardless of the number of innings pitched.

Exception note: Unless making-up games that are rained out in the two days prior a player shall not exceed a two day total in any series of games. **Example:** Monday player pitches 2 innings (game canceled because on inclement weather). Tuesday SAME player pitches 5 innings in a regular league game. Wednesday (make-up/finish regular season game from Monday), SAME player can pitch up to the two-day limitation.

5. Exceeding the maximum innings allowed in the case of a double or triple play will not be counted against the pitcher.
6. It is the responsibility of each team’s manager to challenge pitching violations by notifying the umpire and then the Tournament Director.
7. Any innings pitched, or outs recorded, during a game that is forfeited shall count towards all pitchers’ allotted innings.
 - A. **PENALTY:** Any violation of pitching limitations shall result in immediate forfeiture of the game.

BALKS

In all age divisions, pitchers will be allowed some leniency in regard to balks. Pitchers will be called for all major violations and warned for minor violations at the discretion of the umpire.

TRIPS TO THE MOUND

When a team is charged with its second trip to the mound, in the same inning, to the same pitcher, the pitcher must be removed from the pitching position for the remainder of the game. The pitcher may be moved to another defensive position.

PITCHING CHART

Column A – The number in this column represents the most innings a pitcher can pitch in 1 day and still pitch the next day.

Example: In the 10&under age division, a pitcher may throw up to 4 innings in 1 day and throw again the next day. But if that pitcher throws 4 1/3 innings or more in 1 day, he cannot pitch the next day.

Column B – The number in this column represents the most innings a pitcher can pitch in 1 day.

Example: In the 10&under age division, a pitcher may throw a maximum of 6 innings in 1 day. The pitcher would not be allowed to pitch the next day.

Column C – The number in this column represents the most innings a pitcher can pitch in 2 consecutive days.

Example: In the 10&under age division, a pitcher may throw a maximum of 8 innings in 2 consecutive days. This is to be interpreted, as a pitcher would be able to throw any combination of innings that equal 8 as long as the first day does not equal more than 4 innings due to column A requirements.

DIVISION	A	B	C
9 & under	4	6	8
10 & under	4	6	8
11 & under	4	6	9
12 & under	4	6	9
13 & under	5	7	11
14 & under	5	7	11
15 & under	5	7	12
16 & under	5	7	12

NOTE: It is important to remember that in ALL age divisions, pitchers that pitch 2 consecutive days must rest the third day – regardless of innings pitched (see 8.04(1) LIMITATIONS 4).

PEEWEE (9) THRU. PREP (14)

1. Penalty shall be forfeiture of game in which violation occurs. (Penalty will not be imposed if a pitcher’s allowance is extended because of double play or triple play.)

PEEWEE (9) THRU. PREP (14)

PITCHING – SUBSTITUTION RULES

1. After the opposing team has given the starting lineup, the player listed as the starting pitcher shall pitch until the first batter has been put out or has advanced to first base.
2. If a pitcher is replaced while his team is on defense, the substitute pitcher shall pitch to the batter then at bat, or any substitute for that batter, until such batter is put out or reaches first base, or until a third out has been made.
3. A player may be removed as pitcher and returned as pitcher only once per inning, provided the return pitcher does not violate pitching, substitution or charge conference rule.

PEEWEE (9) THRU. PREP (14)

RE-SUBSTITUTION RULE

1. Starters may be re-substituted one time but must re-enter the game in their original batting position. DDIV

2. Substitutes may not be re-substituted except in an injury situation where no player who is eligible to be substituted or re-substituted is available. In this situation, a substitute may re-enter the game but the opposing head coach will select him.
3. Teams shall be allowed a courtesy runner for the catcher and the pitcher if desired. The courtesy runner may be any player on the roster who is not in the lineup for the inning. The substitution and Re-Substitution rules do not apply to courtesy runners.

POST SEASON PLAY

Any team that will be participating in USSSA post season play are expected to be familiar with USSSA tournament registration requirements and know the rules that govern play in USSSA tournaments.

QUESTIONS

Any questions of clarifications of any of the rules outlined in this document should be forwarded to the appropriate age group coordinator.