

# Interleague Rec Rules

OGLLB, Grain Valley, Odessa,  
Wellington & Lexington

- 1) Game time starts after the first warm up pitch in all divisions except Machine pitch.
- 2) Game time in Machine Pitch starts after the first official pitch to the first batter.
- 3) After the first pitch, time shall be called by the umpire and the official game time announced.
- 4) All divisions except 14U may play with the following number with out taking an out in the batting line up.
  - a) Machine Pitch -9
  - b) 10U & 12U-8
- 5) Year end tournament rules
  - a) all pitching rules will apply
  - b) home team will be determined by higher seed
- 6) Home team will provide game balls

## Special Rules for Machine Pitch

### 2. Playing Distances

- A) Base length shall be 60 feet.
- B) The pitcher's rubber shall be 42 feet from the rear point of home plate.
- C) The front edge of the pitching machine shall be the pitcher's rubber. Two straight lines will be drawn from the front of the pitching machine, 8 foot long. A third line will be drawn parallel from the back leg of the machine. This is the protective box to keep the pitcher behind the front of the machine.

### 3. Game Duration

- A) The game shall be six (6) innings.
- B) The game shall be no longer than 1 hour 20 minutes.
- C) No inning shall start after the time limit, unless the score is tied.

### 4. Official Game

- A) A game shall become official after four innings have been completed or after 3-1/2 innings if the home team is ahead.
- B) A team may start a game with no less than seven (7) players. Failure to field seven players is cause for forfeit.

### 5. Pitching Regulations

- A) The player pitcher shall stand adjacent to the pitching machine, behind the front legs and in front of the rear leg at the time of the pitch.
- B) The coach may position the pitcher to the right or left of the pitching machine.
- C) The player pitcher may move after the pitch is delivered by the machine.
- D) The batter shall bat until he has three strikes or he hits the ball. ( 7 pitches total, foul tips count as a pitch )

E) There are no base-on-balls nor does a batter take a base should he be hit by a pitched ball.

#### 6. Defense

A) Ten (10) players shall play in the field.

B) Four (4) players shall be designated as outfielders.

C) The fourth outfielder will not be allowed to assume an infield position.

#### 7. Umpires and Coaches

A) An umpire will call balls, strikes and bases .

B) A coach will place a ball in the machine and is not allowed to coach his team's base runners.

C) The pitching machine will be adjusted by a coach from each team before the start of the game. In order to reduce the number of called balls, the machine may be adjusted by the coach running the machine during the inning.

D) The pitching machine speed and elevation shall be maintained by a coach and shall be the same for each team.

E) The pitching machine speed will be set at 40 mph.

#### 8. Dead Ball

A) If the batted ball hits the pitching machine the umpire shall call the ball “dead” and the batter is awarded first base. All runners presently on base will advance one base.

B) The umpire may also call a “dead ball” if, in his judgment, a dangerous play may result from a defensive player attempting a play near the pitching machine.

#### 9. General Rules

A) No base stealing.

B) A runner on third base may not steal home.

C) The base runner may not leave the base until the ball crosses the plate.

D) A runner leaving the base too soon in the umpire’s judgment is automatically out.

E) All base runners may attempt to advance on an overthrow, whether the ball is thrown from the infield or outfield. Once the ball is under control in the infield, inside the baselines by an infielder the runners cannot advance. If the runner is more than halfway, he may advance. Otherwise he will be sent back to the base he left. It is a judgement call by the umpire.

F) If the catcher makes a play at any base, the runners are released at all bases to advance at their own risk. (i.e. runners on 1st and 3rd if the catcher throws to 1st, the runner on 3rd may advance at his own risk.

G) The batter is out on the third strike, regardless of whether the catcher holds onto the ball or not.

H) Free substitution; but players must play two consecutive, complete innings in the field.

I) All players shall bat in a continuous rotation during the game.

J) The batter is automatically out if he throws the bat. Runners advance at their own risk if the ball is put in play.

- K) Six runs in any half inning shall be the same as three outs.
- L) The infield fly rule does not apply.
- M) No bunting or intentional walks allowed.

10. Each returning manager or manager moving up from tball shall be allowed to freeze 6 returning players with the parents consent. The freezes must include all of the coaches children.

## **Special Rules for Divisions 9's and 10's**

### 1. Player Age

- A) Registrants with a "playing age" of nine years old shall be eligible to play in Division 9's.
- B) Registrants with a "playing age" of ten years old shall be eligible to play in Division 10's.
- C) Playing ages will be determined by the current season's league Age Key contained herein.

### 2. Playing Distances

- A) Base length shall be 65 feet.
- B) Pitching distance shall be 46 feet.

### 3. Game Duration

- A) Games shall be six (6) innings or time limit, whichever comes first.
- B) Games shall be no longer than one (1) hour fifty (45) minutes. No inning shall start after time limit, unless score is tied.

### 4. Official Game

- A) A game shall become official after four innings have been completed or after 3-1/2 innings if the home team is ahead.
- B) A game shall be considered complete and end immediately if:
  - 1) After 4 innings, either team leads by 8 runs or more: or
  - 2) After 3 innings, either team leads by 15 runs or more

### 5. Drafting and Retaining of Players

- A) Each returning manager or manager moving up from Machine Pitch shall be allowed to freeze 6 returning players with the parents consent. The freezes must include all of the coaches children.

### 6. Batters and Runners

- A) All players shall bat in rotation during the game.
- B) Runners may steal any base including home at their own risk.

### 7. Free Substitution

A) Any player can be put back in the game after he has played two (2) consecutive innings when defense is taking the field.

B) A player cannot be removed from a game until said player has played two (2) consecutive innings.

#### 8. Pitching Regulations

A) Any pitcher removed from the mound two times in any game shall not be eligible to pitch any more in that game.

B) Limitations:

1) A pitcher may pitch in only one game per calendar day.

2) A pitcher may deliver no more than sixty (60) pitches per game.

3) A pitcher throwing less than forty-one (41) pitches per game is eligible to pitch the next day (zero days rest).

4) A pitcher throwing more than forty (40) but less than sixty-one (61) pitches per game is eligible to pitch after two (2) days rest.

5) The rest period shall commence at 12:01 AM of the day following the pitching performance.

C) One (1) out in an inning shall constitute one-third (1/3) inning pitched.

D) Relief pitchers will be allowed a maximum of 8 warm-up pitches. Pitchers returning from the prior inning get 5 warm up pitches between innings.

E) Six runs in any half inning shall be considered three outs.

#### 9. Manager may elect to bat 9, 9 + EH or entire line-up. A) Injuries or illness

1) If you are batting nine (9) or nine (9) + EH and you have a player unable to play due to an injury or illness ONLY, that player may be substituted for by the player who has been out of the game the longest, without penalty. If there are no players available, the vacated position shall be declared an out every time it comes up to bat.

2.) If you are batting the entire line-up and you have a player unable to play due to injury or illness ONLY, you shall squeeze the line-up with no penalty and that player is not eligible to play for the duration of the game. B) If batting your entire line-up, you will be allowed free substitution while on defense.

10. Manager's Option "Extra Hitter" If declared before the game starts, a manager can have a 10 player batting line-up. One player is designated as an "Extra Hitter". If you start with 10 in the line-up, then you must bat 10. If, for any reason, you are unable to bat 10, then the "Extra Hitter" spot will be an out. If "Extra Hitter" enters the game as a defensive player, the player he replaces in the field becomes the new "Extra Hitter" (Batting order stays the same). The new "Extra Hitter" can be substituted for by any non-playing player still on the bench but must play 2 full consecutive innings at a defensive position in the field.

#### 11. Courtesy Runner

- A) You may courtesy run for the pitcher or catcher at any time. Courtesy runner must be a player not presently in the lineup or last batted out.
- B) If you are batting your entire line-up, the courtesy runner must be the player who recorded the last out, unless that player is the pitcher or catcher, then you must use the player who recorded the previous out.

## **Special Rules for 11's and 12's**

### 1. Player Age

- A) Registrants with a "playing age" of eleven years old shall be eligible to play in 11's Division.
- B) Registrants with a "playing age" of twelve years old shall be eligible to play in the 12's Division.
- C) Playing ages will be determined by the current season's league Age Key contained herein.

### 2. Playing Distances

- A) Base length shall be 70 feet.
- B) Pitching distance shall be 50 feet 6 inches.

### 3. Game Duration

- A) Games shall be six (6) innings or time limit, or one (1) hour fifty (45) minutes, whichever comes first. No inning shall start after time limit, unless score is tied.
- B) A game shall be considered complete and end immediately if:
  - 1) After 4 innings, either team leads by 8 runs or more: or
  - 2) After 3 innings, either team leads by 15 runs or more

### 4. Official Game

- A) A game shall become official after four innings have been completed or after 3-1/2 innings if the home team is ahead.

### 5. Drafting and Retaining of Players

- A) Each returning manager or manager moving up from 10u REC shall be allowed to freeze 8 returning players with the parents consent. The freezes must include all of the coaches children.

### 6. Free Substitution

- A) Any player can be put back in the game after he has played two (2) consecutive innings when defense is taking the field. The substituted player must go back in the batting order in the place where he originally batted.
- B) A player cannot be removed from a game until said player has played two (2) consecutive innings.

## 7. Pitching Regulations

A) Any pitcher removed from the mound two times in any game shall not be eligible to pitch any more in that game.

B) Limitations:

1) A pitcher may pitch in only one (1) game per calendar day.

2) A pitcher may deliver no more than eighty (80) pitches per game.

3) A pitcher throwing less than forty-one (41) pitches per game is eligible to pitch the next day (zero days rest).

4) A pitcher throwing more than forty (40) but less than sixty-one (61) pitches per game is eligible to pitch after one (1) days' rest.

5) A pitcher throwing more than sixty (60) but less than eighty-one (81) pitches per game are eligible to pitch after two (2) days' rest.

6) The rest period shall commence at 12:01 AM of the day following the pitching performance.

7) Relief pitchers will be allowed a maximum of 8 warm-up pitches. Pitchers returning from the prior inning get 5 warm up pitches between innings.

## 8. Manager may elect to bat 9, 9 + EH or entire line-up. A) Injuries or illness

1) If you are batting nine (9) or nine (9) + EH and you have a player unable to play due to an injury or illness ONLY, that player may be substituted for by the player who has been out of the game the longest, without penalty. If there are no players available, the vacated position shall be declared an out every time it comes up to bat.

2. If you are batting the entire line-up and you have a player unable to play due to injury or illness ONLY, you shall squeeze the line-up with no penalty and that player is not eligible to play for the duration of the game.

B) If batting your entire line-up, you will be allowed free substitution while on defense.

9. Manager's Option "Extra Hitter" If declared before the game starts, a manager can have a 10 player batting line-up. One player is designated as an "Extra Hitter". If you start with 10 in the line-up, then you must bat

10. If, for any reason, you are unable to bat 10, then the "Extra Hitter" spot will be an out. If "Extra Hitter" enters the game as a defensive player, the player he replaces in the field becomes the new "Extra Hitter" (Batting order stays the same). The new "Extra Hitter" can be substituted for by any non-playing player still on the bench but must play 2 full consecutive innings at a defensive position in the field.

## 11. Courtesy Runner

A) You may courtesy run for the pitcher or catcher at any time. Courtesy runner must be a player not presently in the lineup.

B) If you are batting your entire line-up, the courtesy runner must be the player who recorded the last out, unless that player is the pitcher or catcher, then you must use the player who recorded the previous out.

## 12. Run Limits per Inning for Participation Teams only

A) Six runs in any half inning shall be considered three outs.

## **Special Rules for 13's and 14's**

### **1. Player Age**

- A) Registrants with a "playing age" of either thirteen or fourteen years old shall be eligible to play in 13's and 14's Division.
- B) Playing ages will be determined by the current season's league Age Key contained herein.

### **2. Playing Distances**

- A) Base length shall be 80 feet.
- B) Pitching distance shall be 54 feet.

### **3. Game Duration**

- A) Games shall be seven (7) innings, or;
- B) Games shall be no longer than one (1) hour fifty (45) minutes. No inning shall start after time limit, unless score is tied.
- C) A game shall be considered complete and end immediately if:
  - 1) After 5 innings, either team leads by 8 runs or more: or
  - 2) After 4 innings, either team leads by 10 runs or more: or
  - 3) After 3 innings, either team leads by 15 runs or more
- 4. Official Game A) A game shall become official after four innings have been completed or after 3-1/2 innings if the home team is ahead.

### **5. Drafting and Retaining of Players**

- A) Each returning manager or manager moving up from 12u REC shall be allowed to freeze all returning players with the parents consent. The freezes must include all of the coaches children

### **6. Pitching Regulations**

- A) Any pitcher removed from the mound two times in any game shall not be eligible to pitch any more in that game.
- B) Limitations:
  - 1) A pitcher may deliver no more than one hundred (100) pitches per game.
  - 2) A pitcher throwing less than forty-one (41) pitches per game is eligible to pitch the next day (zero days rest).
  - 3) A pitcher throwing more than forty (40) but less than sixty-one (61) pitches per game is eligible to pitch after one(1) days' rest.
  - 4) A pitcher throwing more than sixty (60) but less than eighty-one (81) pitches per game is eligible to pitch after two (2) days rest.
  - 5) A pitcher throwing more than eighty (80) but less than one hundred-one (101) pitches per game is eligible to pitch after three (3) days' rest.
  - 6) The rest period shall commence at 12:01 AM of the day following the pitching performance.
- C) One (1) out in an inning shall constitute one-third (1/3) inning pitched.
- C) Relief pitchers will be allowed a maximum of 8 warm-up pitches. Pitchers returning from the prior inning get 5 warm up pitches between innings.

## 7. Participation

A) Any player can be put into the game at anytime. A player must return to their original spot in the batting order.

8. Manager's Option "Extra Hitter" If declared before the game starts, a manager can have a 10 player batting line-up. One player is designated as an "Extra Hitter". If you start with 10 in the line-up, then you must bat 10. If, for any reason, you are unable to bat 10, then the "Extra Hitter" spot will be an out. If "Extra Hitter" enters the game as a defensive player, the player he replaces in the field becomes the new "Extra Hitter" (Batting order stays the same). The new "Extra Hitter" can be substituted for by any non-playing player still on the bench. Except for the above, the "Free substitution" rule in 3rd Division prevails.

9. Manager may elect to bat 9, 9 + EH or entire line-up A) Injuries or illness. 1) If you are batting nine (9) or nine (9) + EH and you have a player unable to play due to injury or illness ONLY, that player may be substituted for by the player who has been out of the game the longest, without penalty. If there are no players available, the vacated position shall be declared an out every time it comes up to bat. 2) If you are batting the entire line-up and you have a player unable to play due to injury or illness ONLY, you shall squeeze the line-up with no penalty and that player is not eligible to play for the duration of the game.

10. Courtesy Runner A) You may courtesy run for the pitcher or catcher at any time. Courtesy runner must be a player not presently in the lineup. B) If you are batting your entire line-up, the courtesy runner must be the player who recorded the last out, unless that player is the pitcher or catcher, then you must use the player who recorded the previous out.

11. Run Limits per Inning for Participation Teams ONLY A) Six runs in any half inning shall be considered three outs.