



The Canadian Valley Baseball Association (CVBA) is a collaboration of the baseball programs organized by the El Reno Little League, Mustang Youth Baseball, the Piedmont Sports Association and the Yukon Optimist Sports Club. The CVBA board is made up of representatives from each city's league. This board, with input from other league officials, governs the rules, policies and practices of the CVBA.

**\*\*Special Note: Beginning in 2018, the CVBA will use the BPF (bat performance factor) of 1.15 as well as the USA Bat Standard. All non-wood bats shall be imprinted with the USSSA BPF of 1.15 or USA Bat Standard or they will not be allowed to be used. This rule is in effect for some Tournament Sanctioning Bodies, so be aware of this rule before entering. It is highly likely that in 2020 season that we will only allow the USA Bat Standard.**



## General League Rules

### I. Player 1-Eligibility:

- 1.1. See age specific rules for age playing rules. (Changed 2016)
- 1.2. A birth certificate, hospital certificate, baptismal certificate, or equivalent religious or legal document shall certify dates of birth for player eligibility. This document should be given to the team coach prior to the first regularly scheduled league game. Photo static copies of any of the above documents are acceptable.

### 2. Rosters:

- 2.1. The names of each player must be listed on an official electronic roster maintained by the baseball coordinator for each CVBA city.
- 2.2. Players may not be added to a roster after their first regular season game without the approval of the CVBA board. If during the season a team's roster permanently drops to the minimum number of players to play + 1 (i.e 11 for 8u baseball that requires 10 to play), the CVBA will vote to allow the team to add a player to their roster. That player can not currently be on a CVBA roster and the addition is at the sole discretion of the CVBA Board. (Vacations are not considered a reason to have to add players to the roster) \*\* If a player is removed from a team's roster that person may not be added to the same teams roster during that season of play.
- 2.3. A player cannot be carried on the roster of more than one team at any given time. This includes the rosters of teams playing in other organized leagues (Middle School or High School Baseball is exempt).
- 2.4. Players listed on the roster cannot be more than two years younger or one day older than the

division designated on the roster. *Example:* A roster for 12-year-old division cannot contain a 9-year-old player and if a roster contains even one player older than the rest of the players, that team must play in the division corresponding to the age of the oldest player.

- 2.5. All Coaches will be required to carry their Birth Certificates with them to all games played. If a team is found to not have it the game could result in a forfeit. The coach can carry it however they feel appropriate including on an electronic device such as their phone. If the coach chooses to carry it electronically and they are not going to be at a game it is their responsibility to make sure that the assistant has it.

### 3. **Recruiting Restrictions:**

- 3.1. After the official roster has been turned in to the baseball coordinator, recruiting players or transfers from other teams, in any league, is prohibited once the preseason has started (Preseason Tournament). Once a player is carried on the roster of a team in any league, they can only be moved to another team by getting written consent of the player's custodial parents, current coach, and future coach and submitting it to the CVBA. The CVBA Board will then take it under advisement and make the final decision. The form RC-00 I must be completed and signed by all parties listed.
- 3.2. Players who wish to change teams in the off-season or prior to the start of a new season may do so.

### 4. **Coaches Certification:**

- 4.1. Background check required for Head Coaches and the Head Assistant. The background check will be completed by the organization that you signed up with.

### 5. **Conduct:**

- 5.1. All persons participating in this association must accept and abide by its rules and regulations. Failure to do so may result in disciplinary action, up to and including removal from the league.
- 5.2. The head coach of each team is responsible for the conduct of his or her assistants, players and fans to ensure that there is no unsportsmanlike conduct, foul or profane language, and/or unruliness towards opposing players, parents and/or spectators.
- 5.3. Penalty:
  - 5.3.1. *First occurrence:* The umpire shall warn the coach about the violation. The umpire has the authority to skip directly to the consequence of the second or third occurrence if they feel it is necessary.
  - 5.3.2. *Second occurrence:* The violator(s) and Head Coach will be removed from the ballpark and out of site.
  - 5.3.3. *Third occurrence:* The umpire shall forfeit the game. The team with the coach responsible for the conduct will receive the loss due to the forfeit.
- 5.4. There will be zero tolerance for misconduct towards any umpire, coach, administrator, parent, spectator or staff. Any attack (verbal or physical) toward an umpire will be reviewed by the league's baseball coordinator and/or the CVBA board for permanent dismissal from coaching. No warnings are needed for coach, players, parents and/or spectators dismissal due to misconduct toward an umpire.
- 5.5. No protests will be allowed; conduct is considered a judgment call.

### 6. **Alcoholic Beverages:**

- 6.1. The CVBA and member leagues absolutely will not condone or permit alcoholic beverages or anyone intoxicated on the grounds during the game. If alcohol is present and the person does not leave the grounds, the umpire has the authority to forfeit the game to the opposing team.

## 7. **Protests:**

- 7.1. Protest will be allowed for violations of playing rules and player participation rules only. Provided that the umpire and opposing coach(es) have been notified at the time of the said violation.
- 7.2. The Umpire shall announce that the game is being played pending protest and all positions and game situations shall be noted.
- 7.3. The protest will be handled on the field before game time expires. Once the Head Coach has talked to the umpire and said they would like to protest the game for the following reason the umpire will notify the UIC or CVBA representative at the field and at that time the coach will be required to pay the \$100 protest fee. The protest fee (\$100) will only be refunded IF the protest is won.
- 7.4. Each CVBA facility will be responsible for managing the protests filed at their park.

## 8. **Disciplinary Action:**

- 8.1. When a coach, player or fan is ejected from a game they will be suspended for, a minimum, their next 2 games (tournament (If in a CVBA Park) or league), up to a full calendar year.
  - Violations of the pitching rules will result in a 1 game suspension of the coach on the first offense along with the forfeiture of the game(s) in which the violation occurred. The second violation will result in a full calendar year suspension of the violating coach along with the forfeiture of the game(s) in which the violation(s) occurred.
- 8.2. If a team coach files a formal protest reporting rules or conduct violations, the league in which the offence occurred will convene a hearing to consider disciplinary action.

## 9. **Forfeits:**

- 9.1. If a team fails to appear, shows with fewer than 6 players or refuses to begin play within 15 minutes past the scheduled game time, the game shall be forfeited to the team not at fault and a score of 7-0 will be entered. Teams can still practice/scrimmage at that time, but no score will be kept.
- 9.2. There will be \$100.00 forfeit fee to be paid by the forfeiting coach, to the parks director the forfeit took place. This fee must be paid prior to the team's next scheduled game, or subsequent games will also be forfeited. This will be tracked and can carry over into the following season. (ex: if you forfeit your last scheduled game of the season and do not pay the \$100 fee, you will not be allowed to sign up for the following season until fee is paid) If you do not pay the forfeit fee you may be removed from the league.
- 9.3. Forfeit fees will not have to be paid if the field coordinator where the game is to be played is notified of the forfeit at least 1 week in advance of the scheduled game time. You will also be required to CC the other coordinators in an email showing that you are forfeiting the game. It is best to always get another team to play in your spot if possible.

## 10. **Reschedule Games:**

- 10.1. Games canceled due to bad weather or unplayable field conditions will be rescheduled if there is calendar dates available in Spring. Fall we do not reschedule unless there are 3 or more rain outs.
- 10.2. Games called due to bad weather, power failure, etc. that do not constitute a full game will be rescheduled and played from the point at which the game was stopped until the remaining time has expired or until regulation innings have been completed, or 3 innings or 20 mins left in play time.
- 10.3. All games must be completed by the date designated as the "end of the season". Games canceled or called on the last day(s) of the season will not be made up.
- 10.4. Once a schedule is posted, no games will be rescheduled. We have way too many teams to try and rearrange schedules. We let you all know the dates that we start and when we end please make sure

you have enough players on your roster that you are able to play those games.

10.5. CVBA may choose to use any day of the week for makeup games this includes Saturdays.

10.6. CVBA reserves the right to change times for games on the same day as long as they give the coach 48 hour notice.

10.7. Teams may change games with other teams in Fall as long as they have followed these requirements:

- Must have contacted the coordinators (This means you have contacted the coordinator of the fields they are playing on as well as CC all the other coordinators.
- Must have written notification that the other coach approves the trade and that notification from the other coach approving the trade has been sent to all coordinators
- Swaps need to be in email for with game details: who vs who, town location, field number, date/time. Please CC all involved and plus send it to Sabrina for the online schedule update: [Sabrina@mustangyouthsports.com](mailto:Sabrina@mustangyouthsports.com)

10.8. Spring game swaps: this swap has to be with a team that is playing the same team you were scheduled to play as it will reflect in standings.

## 11. **Trophies and Awards:**

11.1. In divisions containing seven or more teams, Rings will be awarded for 1<sup>st</sup> and 2<sup>nd</sup>.

11.2. ALL TBALL TEAMS will be awarded participation medals.

Tie Breakers rules in standings:

- Wins Vs Lose
- Head to Head
- If we are still tied we will award 2 teams (ex: if two teams are tied for 1<sup>st</sup> place, we will award 2-1<sup>st</sup> and 1=3<sup>rd</sup> place.

11.3. No trophies or medals will be awarded to any team owing fines or fees.

## *CVBA Baseball Rules*

1. The CVBA shall play by the current CVBA Rules. If the rules are not covered in CVBA then we default to NFHS.
2. The home team shall be listed on the schedule as the top team on score card last and bat last.
3. The home and visiting teams shall provide a scorekeeper. The home team will be the "official" scorekeeper. Either coach or the umpire may inspect the official score record at any time during a game.
4. At the end of the game, a coach from each team must sign the game scorecard verifying the final score. The umpire must also sign the scorecard and turn it in to the field coordinator each night.
5. The batting order of each team (Last name, First Initial, Playing Number) must be presented to both scorekeepers and the home-plate umpire prior to the beginning of each game. All line-up changes must be reported to the scorekeepers and the home plate umpire.
6. **All teams 12 years old and under will bat the roster (all players will bat).**
7. Coaches allowed:
  - 7.1.1. Offense you are only allowed two coaches on First and Third base coach's box. (7U and 8U are allowed the pitching coach as well. This coach is not allowed to have any verbal conversations with players at any point and must stay out of the way of any live play)
  - 7.1.2. Defense The only coach that is allowed outside the dugout is the coach giving the signs to the catcher. All others must remain in the dugout.
8. If a game is tied at the end of regulation play, the game is over and each team will receive ½ a win and ½ a loss.
  - 8.1.1. Game times will be as follows
  - 8.1.2. TBall - 60 Min for Spring and 55 for Fall
  - 8.1.3. 7/8U – 70 Min for Spring and 65 for Fall
  - 8.1.4. 9/10U – 75 Min for Spring and 70 for Fall
  - 8.1.5. 11/12U – 80 Min for Spring and 75 for Fall
  - 8.1.6. Prep – 85 Min for Spring for Fall 80 Min
- 8.2. If game time has expired before the team has completed the bottom half of the inning, the home team will complete the bottom half of the current inning IF it is mathematically possible for the home team to tie or win the game.
- 8.3. FALL: we will play the full time on the clock unless it is a run rule. Meaning if the game is set for 55mins, we will play the full 55 min once the clock reaches 0 the game will be complete but we will finish the batter that is hitting.
9. **Participation Rule:**
  - 9.1. Each player carried on a team's roster must play at least 3 defensive outs in games they attend.
  - 9.2. The coach may bench a player for disciplinary action, but the opposing coach and the home plate umpire must be notified before the start of the game.

## **10. Substitution Rule:**

In any instance in which a team does not have an eligible substitute for a player who becomes ill, is injured, or is ejected from the lineup by an umpire, the last substitute removed from the lineup by the coach who is eligible to play may be used as a substitute. If the team does not have a substitute player the team will not have that counted against them.

- 10.1. A substitute is classified as a player not on the starting lineup.
11. Each team will provide their own game balls and they must have an NFHS or USSSA stamp.
12. Bats designated as "Tee Ball" bats may only be used in the T-ball division of the league. No softball bats will be allowed. The Prep (13-14 year old) division the of use NFHS regulation baseball bats (i.e. -3oz drop, 2 5/8" diameter and has a BBCOR stamp) is recommended. The 3oz drop will be left up to the player however it cannot be less than -5oz drop. The -5oz drop lighter bats cannot be used in High School sponsored games.
13. Protective cups are required for all male players and recommended for all players
14. Steel Cleats will not be allowed in league games ages T-Ball through 12 years old or for pitchers in Prep.
15. There is no "must-slide" rule in CVBA. When the fielder has the ball and is waiting to make the tag, the runner has two options: 1. Slide; or 2. Attempt to get around the fielder. The runner must NOT deliberately or maliciously make contact to the fielder, but he is NOT required to slide.
  - 15.1. Until he has the ball, a catcher cannot set up in the base line and block the runner's advance to the plate. This also includes the runner's view of the plate. Technically, if the runner cannot see the plate because the catcher has it fully blocked, this too is obstruction. Should a collision occur under this circumstance, the runner should be ruled safe.
  - 15.2 Rule Notification: Obstruction (when a defender is obstructing a runner's path) take precedence over a runner missing a base.

For example: If a runner is rounding a base on the inside and a defender is in their way of said base, then that runner may run on the inside of the defender missing the base. They do not have to go around the defensive player on the backside of the base.
16. The DH (designated hitter) rule will not be allowed in any games.
17. Batter may not throw the bat; the umpire shall give one (1) warning per game per team. Throwing the bat will result in a delayed dead ball, The defensive team can elect to take the result of the play or have the hitter re-hit unless the team has already had their warning and then the hitter is out. If this is the warning the Batter re-bats with hit counted as a strike. On the second and all subsequent occurrences in the game, the umpire will call the batter out.
18. The infield fly rule will be in effect for 9U - Prep.
19. No jewelry allowed which includes bracelets, necklaces.

## T-Ball (6 & under) - Mustang

### Field Specifications:

Bases:	60 feet with 33-foot player line 84 feet 10 inches
Home to Second: Legal Hit Arc:	10-foot radius arc (measured from the back of home plate), from the first base line to the third base line, in front of home plate.
Pitching Circle:	6-foot diameter circle centered at crossing of foul lines centered 36 feet from back of home plate.

1. To be eligible for this division a player must be at least 4 years of age before sign-ups begin (Jan 1) for the current year and may not turn 7 years old before Jan 1 of the current year. For Fall you must play the age group you will play the next spring.
2. Game time limit shall be 60 minutes (1 hour). Immediately after the third out of an inning, the next inning begins, except if game time has elapsed. If there is any time remaining at the end of an inning, another inning will be played.
3. Regulation games shall be 5 innings long, unless game time has expired.
4. Three innings (3 innings if the home team is ahead) constitutes a complete game if the game has to be called for any reason other than the run rule or time limit (i.e. inclement weather, power failure, etc.).
5. Only 6 runs may be scored in a half inning or 3 outs to complete an inning whichever comes first. **For fall it will be 5 runs a half inning**
6. If a team is leading its opponent by at least 13 runs after 3 innings (3 innings if home team is ahead) have been played or at least 7 runs after 4 innings (4 innings if home team is ahead), the game shall be terminated, and the team ahead is declared the winner.
7. All players will be placed in the lineup of the scorebook and all players will bat. If a player becomes sick after the start of the game, a line shall be marked through their name for their bats thereafter with no penalty. If a player arrives late, their name will be added to the bottom of the batting order.
8. One coach from the team that is batting shall be responsible for adjusting the tee to the satisfaction of the hitter. The umpire shall then place the ball on the "tee" and call aloud "Play ball". The coach will then be responsible for removing the "tee" and bat from the playing area after the ball has been hit legally on or past the legal hit arc.
9. The batter is allowed 3 swings. It is not counted as a swing if the bat accidentally knocks the ball off the tee while addressing the ball.
10. The ball is put into play when a batter hits a legally batted ball. A legally batted ball is a ball hit into fair territory and travels on or past the 10-foot legal hit arc. Any fair ball that does not travel on or past the legal hit arc on the third swing will be considered an illegally hit ball and the batter is called "Out". A ball hit into foul territory on the third swing will be considered a foul ball and the batter shall continue to bat. All balls hit fair (on or past the legal hit arc) is fair even if the batter hits the tee.
11. No bunting is allowed. The batter must take a full swing. *Penalty:* The batter shall be called "Out".
12. Runners may advance only when the ball is legally hit. One team warning for leading off or stealing, thereafter, the runner is out. The runner may not advance if the ball does not travel on or past the legal hit arc.

13. Every player must play a fielding and batting position in each game. There will be a maximum of ten (10) defensive (fielding) positions. Outfield players must play at least 10 feet behind the bases.
14. If a fielder halts the progress of the lead runner, the umpire shall call "TIME". All runners must return to the base last touched prior to "TIME" being called.
15. The pitcher is a fielding position; however, he must stay in the 10-foot pitching circle until the ball is legally hit. The pitcher is required to wear a batting helmet with a face guard or face mask.
17. The catcher must remain against the backstop, on the opposite side of the batter, until the ball is in play. The catcher must wear his equipment. Helmet with mask and chest protector.
18. No defensive player (fielding) may play closer to home plate than the 33-foot hash mark on the base line until the ball has been put into play. Face mask are highly recommended for all defensive players.
19. One defensive coach is allowed in the outfield. No contact with the players or ball is allowed. *Penalty:* Coach will be removed from the playing field for the remainder of the game.



## Coach Pitch (7 and 8 year old)

### Field Specifications:

Bases	60 feet with hash marks at 33 foot Arc from 1 <sup>st</sup> to 3 <sup>rd</sup> base
Home plate to 2nd	84 feet 10 inches
Pitching Rubber	Front edge set at 42 feet from the rear point of home plate.

1. The pitching coach shall keep one foot on the pitching rubber at all times while pitching. The pitching coach must throw the baseball in an overhand method  
**Penalty:** If the coach violates this rule the coach will be warned if it occurs again the coach will be removed from pitching for the remainder of the game.
2. The Pitching coach may talk to the batter until the player becomes a batter/runner. At that time the pitching coach must not talk to any player on the field until the play is complete and time is called.
3. The Pitching coach shall position himself as not to be an obstruction to the defensive team on any possible play once the ball has been hit.  
**Penalty:** If the coach violates this rule after the ball is pitched, obstruction will be called and the runners will return to their base before the at bat and the hitter will be out. If a coach violates this rule before the ball is pitched, First offense: Warning; Second offense: Removal of coach as the pitcher for the remainder of the game.
4. The catcher shall receive the pitch in the catcher's box in a normal baseball manner. If in the umpire's judgement, the catcher is not receiving the ball in a normal baseball manner, there shall be a warning issued. If the act continues after the warning, the offending teams' coach will be ejected.
5. ***The player in the pitching position will be on either side of the coach pitching with one foot on the hash mark which is three feet from the pitching rubber.***

1. To be eligible for the 7-year-old division a player may not turn 8 before Jan 1<sup>st</sup> of the current year. To be eligible for the 8-year-old division a player may not turn 9 before Jan 1<sup>st</sup> of the current year. For Fall you must play the age group you will play the next spring.
2. Regulation games shall be 5 innings, unless game time has expired.
3. Three innings (2 1/2 innings if home team is ahead) constitutes a complete game if the game has to be called for any reason other than the run rule or time limit (i.e. inclement weather, power failure, etc.).
4. We will not have a fair ball arch.
5. NO intentional walks will be allowed.
6. Only 6 runs may be scored in an inning or 3 outs to complete an inning, whichever comes first. **For Fall we will only allow 5 runs an inning or 3 outs to complete an inning, whichever comes first.**
7. If a team is leading its opponents by at least 13 runs after 3 innings (2 ½ innings if home team is ahead) have been played or at least 7 runs after 4 innings (3 1/2 innings if home team is ahead), the game shall

- be terminated, and the team ahead is declared the winner.
8. All players will be placed in the lineup of the scorebook and all players will bat. If a player becomes sick after the start of the game, a line shall be marked through their name for their bats thereafter with no penalty. If a player arrives late, their name shall be added to the bottom of the batting order.
  9. Batter will receive 5 pitches or three swinging strikes whichever comes first. No base on balls (walks) are allowed. If on the 5th pitch, the ball is hit into foul territory, the batter may continue to receive pitches until he either strikes out or puts the ball into play.
  10. Bunting is allowed. Once a batter shows bunt, they must either bunt the ball or take the pitch. Penalty: If the batter swings, the batter/runner is out, the play is called "DEAD", and all runners must return to their previously occupied base.
  11. Runners shall not lead-off or steal bases. A runner is out for leaving the base before the ball is hit or reaches home plate.
  12. The batter may not advance on a called third strike pitch dropped by the catcher.
  13. If a fielder halts the progress of the lead runner, the umpire shall call "TIME". All runners must return to the base last touched prior to "TIME" being called. If the runner has advanced past the 30-foot mark, then they may advance to the next base.
  14. Ten (10) defensive players shall play in the field with four (4) outfielders. The fourth outfielder shall not assume an infield position. All outfielders shall stay at least 10ft behind the bases.
  15. NO automatic out for a team playing with 9 players.
  16. A courtesy runner for catcher of record only the previous inning may be used. The courtesy runner shall be the last out. If no outs have been recorded in the game, the courtesy runner shall be the previous batter not on base. If the team batting has not played defense yet and a courtesy runner is used for a player, the player that was run for must assume the catching position the next inning. This scenario only applies in the first inning for the visiting team.

## Kid Pitch (9 and 10 year old)

### Field Specifications:

Bases	65 feet
Home plate to 2 <sup>nd</sup>	91 feet 11 inches
Home plate to rubber	46 feet

1. To be eligible for the 9-year-old division a player may not turn 10 before Jan 1st of the current year. To be eligible for the 10-year-old division a player may not turn 11 before Jan 1st of the current year. For Fall you must play the age group you will play the next spring
2. Regulation games shall be 5 innings, unless game time has expired.
3. Four innings (*3 1/2*innings if home team is ahead) constitutes a complete game if the game has to be called for any reason other than the run rule or time limit (i.e. inclement weather, power failure, etc.).
4. Only 6 runs may be scored in an inning or 3 outs to complete an inning, whichever comes first. For Fall we will only allow 5 runs an inning or 3 outs to complete an inning, whichever comes first.
5. If a team is leading its opponents by at least 13 runs after 3 innings (2 1/2 innings if home team is ahead) have been played or at least 7 runs after 4 innings (3 1/2 innings if home team is ahead), the game shall be terminated and the team ahead is declared the winner.
6. All players will be placed in the lineup of the scorebook and all players will bat. If a player becomes sick after the start of the game, a line shall be marked through their name for their bats thereafter with no penalty. If a player arrives late, their name shall be added to the bottom of the batting order. Courtesy runner will be allowed for the catcher and pitcher only, and is mandatory with two outs.
7. Pitchers shall not be allowed to pitch more than **5 innings** per calendar day. After pitching 3 **innings** or more in a calendar day the pitcher must have **40 hours** of rest before pitching again. A player may not pitch more than **8 innings** in a calendar week. *Note:* A calendar week is from 12:01am Monday to 12:00 Midnight the following Sunday. A warm up pitch shall be considered as having pitched 1 inning if that is the first inning the pitcher has pitched.
  - For all cumulative totals in this rule, one (1) out equals one-third (1/3) of an inning, two (2) outs equals two thirds (2/3) of an inning and three (3) outs equals one (1) full inning. A pitcher that pitches in a game and records no outs is only charged with 1 innings pitched.
  - Outs recorded during a game that ends in forfeit shall count towards a pitchers' innings limits.
  - For purposes of pitching limitations rules, a pitcher is in violation of the rule if he records any out above the legal pitching limits pursuant to these rules.
8. Once a pitcher is removed from the mound, he will not be able to pitch in the remainder of the game.
9. Penalty for violation of the pitching rule in baseball will result in a game suspension of the coach on the first offense and forfeiture of game(s) in which the violation(s) occur. The second offense will result in a full calendar year suspension of the coach and forfeiture of game(s) in which violation(s) occurs.
10. Base stealing is allowed for 10U.
11. 9U games **for Fall** runners **will not** be allowed to lead off. They may steal bases once the pitcher has released the ball. **In the Spring 9U plays regular baseball rules when it comes to stealing and leading off.**
12. Balks will be called.
13. **In the Fall, 9U drop third strike will be an out the hitter may not advance** to first. In the Spring 9u season batters will be allowed to advance on a dropped 3rd strike. **The rule not allowing batters to advance only applies to 9u Fall.**
14. Any pitcher that hits 5 batters total (per game) will be removed from pitching immediately.

## Kid Pitch (11 and 12 year old)

### Field Specifications:

Bases	70 feet
Home plate to 2nd	99 feet
Home plate to rubber	50 feet

1. To be eligible for the 11-year-old division a player may not turn 12 before Jan 1st of the current year. To be eligible for the 12-year-old division a player may not turn 13 before Jan 1st of the current year. For Fall you must play the age group you will play the next spring
2. Regulation games shall be 6 innings, unless game time has expired. When a game is tied at the end of regulation, extra innings shall be played until a decision is reached.
3. Four innings (3 1/2 innings if home team is ahead) constitutes a complete game if the game has to be called for any reason other than the run rule or time limit (i.e. inclement weather, power failure, etc.).
4. Only 6 runs may be scored in an inning or 3 outs to complete an inning, whichever comes first. For Fall we will only allow 5 runs an inning or 3 outs to complete the inning, whichever comes first.
5. **If a team is leading its opponents by at least 13 runs after 4 innings (3 1/2 innings if home team is ahead) have been played or at least 7 runs after 5 innings (4 1/2 innings if home team is ahead), the game shall be terminated, and the team ahead is declared the winner.**
6. Batting order shall be according to Oklahoma High School rules with no free substitution and no designated hitter. Courtesy runner will be allowed for the catcher and pitcher only, and is mandatory with two outs. If a team is playing with only eight (8) players and the ninth player arrives late, their name shall be added to the bottom of the batting order.
7. Pitchers shall not be allowed to pitch more than **6 innings** per calendar day. After pitching **4 innings** or more in a calendar day the pitcher must have **40 hours** of rest before pitching again. A player may not pitch more than **10 innings** in a calendar week. *Note:* A calendar week is from 12:01am Monday to 12:00 Midnight the following Sunday. **A warm up pitch shall be considered as having pitched 1 inning if that is the first inning the pitcher has pitched.**
  - **For all cumulative totals in this rule, one (1) out equals one-third (1/3) of an inning, two (2) outs equals two thirds (2/3) of an inning and three (3) outs equals one (1) full inning. A pitcher that pitches in a game and records no outs is only charged with 1 innings pitched.**
  - **Outs recorded during a game that ends in forfeit shall count towards a pitchers' innings limits.**
  - **For purposes of pitching limitations rules, a pitcher is in violation of the rule if he records any out above the legal pitching limits pursuant to these rules.**
8. Once a pitcher is removed from the mound, he will not be able to pitch in the remainder of the game.
9. Penalty for violation of the pitching rule in baseball will result in a game suspension of the coach on the first offense and forfeiture of game(s) in which the violation(s) occur. The second offense will result in a full calendar year suspension of the coach and forfeiture of game(s) in which violation(s) occurs.
10. Base stealing is allowed.
11. Balks will be called.
12. Any pitcher that hits 3 batters total (per game) will be removed from pitching and is a judgment call by the umpire.

## PREP (13 and 14 year old)

- Field Specifications: 90 feet
- Bases 127 feet 3 3/8 inches
- Home plate to 2"d 60' 6" feet
- Home plate to rubber
- Mound

1. Mustang Prep league will follow OSSAA baseball rules except the rules listed below
2. To be eligible for the Prep division a player may not turn 15 before Jan 1st of the current year.
3. Game time limit shall be 85 minutes (1 hour and 25 minutes). Immediately after the third out of an inning, the next inning begins, except if game time has elapsed.
4. Regulation games shall be 7 innings, unless game time has expired. When a game is tied at the end of regulation, extra innings shall be played until a decision is reached.
5. Four innings (3 1/2 innings if home team is ahead) constitutes a complete game if the game has to be called for any reason other than the run rule or time limit (i.e. inclement weather, power failure, etc.).
6. Only 6 runs may be scored in an inning or 3 outs to complete an inning whichever comes first.
7. If a team is leading its opponents by at least 13 runs after 5 innings (4 1/2 innings if home team is ahead) have been played or at least 7 runs after 6 innings (5 1/2 innings if home team is ahead), the game shall be terminated and the team ahead is declared the winner.
8. Batting order shall be according to Oklahoma High School rules with no free substitution and no designated hitter. Designated runner will be allowed for the catcher and pitcher only, and is mandatory with two outs. If a team is playing with only eight (8) players and the ninth player arrives late, their name shall be added to the bottom of the batting order.
9. An Extra Hitter (EH) will be allowed, giving a team a 10-player line-up that must be declared before the start of the game and used for the remainder of the game. The EH may occupy any position in the line-up, but must remain in the original batting order throughout the game. The EH position shall be considered the same as a defensive position, normal substitution and re-entry rules apply. .
10. Pitchers shall not be allowed to pitch more than **7 innings** per calendar day. After pitching **5 innings** or more in a calendar day the pitcher must have **40 hours** of rest before pitching again. A player may not pitch more than **10 innings** in a calendar week. *Note:* A calendar week is from 12:01am Monday to 12:00 Midnight the following Sunday. A warm up pitch shall be considered as having pitched 1 inning. Each inning is composed of three outs. For all cumulative totals in this rule, one (1) out equals one-third (1/3) of an inning, two (2) outs equals two thirds (2/3) of an inning and three (3) outs equals one (1) full inning. A pitcher that pitches in a game and records no outs is not charged with any innings pitched.
  - Outs recorded during a game that ends in forfeit shall count towards a pitchers' innings limits.
  - For purposes of pitching limitations rules, a pitcher is in violation of the rule if he records any out above the legal pitching limits pursuant to these rules.
  - Exception: Exceeding the maximum innings allowed in the case of a double or triple play shall not be counted against the pitcher for the purpose of this rule but shall be counted towards the pitcher's limits with regards to the eligibility to pitch the next day, etc.
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11. Once a pitcher is removed from the mound, he will not be able to pitch in the remainder of the game, except for the starting pitcher. If the starting pitcher is moved to a defensive position, the player may return as pitcher once per game so long as that player has not violated rule 8, 9 or has been placed on the bench.
12. Penalty for violation of the pitching rule in baseball will result in a game suspension of the coach on the first offense and forfeiture of game(s) in which the violation(s) occur. The second offense will result in a full calendar year suspension of the coach and forfeiture of game(s) in which violation(s) occurs.
13. Base stealing is allowed.
14. Balks will be called.
15. No Metal Cleats will be allowed for Pitchers on mounds.