



Youth T-Ball/Baseball Rules (for players of all ages)

I. League Description

Oswegoland Park District Youth T-Ball/Baseball is a recreational league designed to provide participants with a safe, fun environment in which to learn and play the game of baseball. This league is designed to be instructional and help teach children the rules of the sport and also many other life lessons that can be learned from a team sport environment. Our league is intended to keep our children active and engaged. The coaches should enforce the OPD values of fair play, sportsmanship, and teamwork.

II. Player Eligibility / Age Rules

1. All participants must be registered in the Park District Golden Glove T-Ball, MVP Baseball, or Hall of Fame Baseball league based on their current age. Coaches are not allowed to make any changes or additions to their rosters. All roster changes/additions/deletions must be done by OPD staff.
2. OPD uses the age of the participant on the first day of the program. If enrollment of a program does not meet the minimum, age groups may be combined at the discretion of the Park District.

III. Teams / Rosters

1. All team rosters are created and maintained by the Oswegoland Park District Athletics Staff.
2. All T-Ball/Baseball teams shall have a roster of between 10 and 13 players, based on enrollment in the program.

IV. Schedules

1. Game schedules will be created and maintained by the OPD staff.
2. The season shall consist of 2 weeks of practice, followed by 4 weeks of games. Each team shall have 2 scheduled days of activity each week. Therefore, each team shall have 4 scheduled practices and 8 scheduled games.
3. All games are played on days of the individual program that the participant was registered for. Of the 3 days listed in the program, participants will practice/play on 2 of those 3 days.

4. The OPD staff will maintain make-up schedules and will updated schedules on the Team Sideline site. Practices and games will be rescheduled, as time and field space allows, throughout the season. There is one designated make-up week at the end of the season as well.
5. All games will be played at Wormley Heritage or Old Post ball fields as indicated on your schedule.

V. Game/Practice Format

1. All practices and games shall have one hour allowed for completion. Games shall consist of as many innings as can be completed in that time frame.
2. For practice, two teams will be scheduled at each field. One team shall use the infield for the first half hour of practice and the other team shall use the outfield area. At the half hour mark teams should switch locations.
3. No new inning of play shall begin after an hour from the scheduled start time. At an hour and fifteen minutes past the scheduled start time all games should stop immediately.

VI. Playing Rules

1. General Rules (All age groups)
 - A. All players on the team shall be in the field during the defensive half of the inning for their team. Please fill all infield positions with one player (1st base, 2nd base, short stop, 3rd base and pitcher). The remaining players should be spread out in the outfield area of the field. Coaches are asked to rotate positions each inning.
 - B. There shall be a continuous batting order for each team. Coaches should make a line-up consisting of each player that is present on game day. Coaches should rotate the batting order from game to game.
2. Golden Glove T-Ball playing rules
 - A. All participants will hit off of the batting tee for the duration of the season. Players will take as many swings as necessary to hit the ball in fair territory.
 - B. In each half inning, everyone on the team bats through the batting order.
 - C. There is **NO HOMERUN HITTER**. The last hitter in the line-up will advance the bases until the ball is returned to the infield. This will end the inning. If the batted ball does not leave the infield, then the runner advances to first base only.
 - D. For all other batters, the runners may advance until the ball is returned to the infield at which time the runners must stop at the base they are on or are advancing too. In the case of a hit in the infield, all runners will advance one base.
 - E. No outs are recorded in this program; players will remain on base. Coaches are asked to teach players the proper way to record outs in baseball.

3. MVP Baseball playing rules

- A. All Participants will hit off of the batting tee for the first four games of the schedule. Players will take as many swings as necessary to hit the ball in fair territory. For the final four games of the season the coaches shall pitch to the hitters. Coaches must pitch from a knee (a mat to kneel on shall be provided). If a batter has not hit a ball into fair territory after 4 pitches the batting tee shall be placed out for the hitter to use.
- B. In each half inning, everyone on the team bats through the batting order for the first four games. During the last four games, 3 outs or once through the line-up ends the inning, whichever occurs first.
- C. There is **NO HOMERUN HITTER**. The last hitter in the line-up will advance the bases until the ball is returned to the infield. This will end the inning. If the batted ball does not leave the infield, then the runner advances to first base only.
- D. For all other batters, the runners may advance until the ball is returned to the infield at which time the runners must stop at the base they are on or are advancing too. In the case of a hit in the infield, all runners will advance one base.
- E. No outs are recorded in the first four games; players will remain on base. Coaches are asked to teach players the proper way to record outs in baseball. Outs will be recorded for the last four games of the season. Players who are "out" will return to the dugout.
- F. The fielder playing the "pitcher position" on defense should be positioned off to one side, and slightly behind the coach pitcher.

4. Hall of Fame Baseball playing rules

- A. All games will be coach pitched. Coaches must pitch from a knee (a mat to kneel on shall be provided). All players shall get a maximum of 8 coach pitched attempts. If they have not hit the ball into fair territory after 8 attempts they shall be called "out" and the next hitter in the order shall bat. If the 8th pitch is fouled off, the player is given one courtesy pitch.
- B. Outs are recorded in Hall of Fame Baseball.
- C. Each half inning is over after 3 recorded outs or 1 rotation through the batting order.
- D. All batters may advance until ball is returned to the infield at which time the runners must stop at the base they are on or are advancing too. In the case of an infield hit the runners will advance one base.
- E. The fielder playing the "pitcher position" on defense should be positioned off to one side, and slightly behind the coach pitcher.

VII. Equipment

1. All players will be given a team shirt and hat as their uniform.
2. Players are allowed to wear molded rubber cleats or gym shoes. Screw-in or metal cleats are not allowed.
3. Artificial limbs must be completely padded so that no metal or hard material is exposed.
4. No jeans, pants, or shorts with belt loops or pockets are permitted. If a player arrives with no alternative clothing, he or she will not be permitted to play.
5. No player can participate while wearing a hard cast or brace with metal or hard plastic components.
6. Players should not wear any equipment or apparel that is considered dangerous to themselves or to other players.

This includes:

- Rings
 - Wristwatches
 - Earrings
 - Barrettes (Ponytail holders must be rubber coated or plain)
 - Other jewelry such as necklaces and bracelets
7. Players are allowed to wear jewelry that is either medical or religious in nature. They are advised to tuck this in to avoid any potential for injury.
 8. If players wear a sweatshirt or hooded garment under their team shirt, they are asked to tuck hoods underneath their game shirt for safety purposes.
 9. Players are advised to tuck in their game shirts to their pants or shorts.
 10. All games will be played with "safety baseballs".
 11. All hitters and players waiting "On Deck" and "In the Hole" must wear a batting helmet at all times. Any player with a bat in their hands must wear a batting helmet.
 12. All bats must be either Official Tee Ball or Official Little League approved bats. Bats barrel must be no bigger than 2 ¼ inches in diameter. Coaches should make sure that hitters are using an appropriate size bat for the player. If a player uses a bat that is too big, they will have a hard time achieving success and enjoying the game.
 13. All field players must have their own glove.

VIII. Officiating / Referees

1. All officials will be assigned by the OPD athletics staff.
2. All interpretations of the rules during the game made by the official are final. Officials do reserve the right to remove any participant or coach from the game field if such disciplinary action is warranted. Actions that may be deemed inappropriate or warrant ejection or removal include but are not limited to: player safety concerns, foul language, over aggressive or physical play, taunting, bad sportsmanship, etc.

IX. Playoffs

1. There are no playoffs or postseason play for the OPD youth T-Ball/baseball league.

X. Player Conduct / Sportsmanship

1. Any conduct determined to be unsportsmanlike or unruly by either the official or OPD staff will result in one warning.
2. The second instance of misconduct shall result in an ejection. Any player ejected from a game for any reason may not be allowed to participate in that team's next schedule game if deemed appropriate by the OPD staff. The Park District staff reserves the right to extend the suspension period if the reason for ejection in their opinion is severe enough.

