

OAKLEAF BASEBALL MINORS 10U LOCAL RULES

The official rules of Cal Ripken baseball shall govern all play. The following are exceptions and/or enhancement to the rules and shall be considered the "local rules."

1. Defense will consist of 3 outfielders, normal infield with pitcher. Catcher will need to be in full gear. A protective cup is required for all players.
2. Teams must use a continuous batting order in all games for all players present at the game. Each player will bat even though they may have not played defense prior to their time at bat.
3. There is no leading off from the bases. A player may attempt to steal the next base only after the pitched ball has crossed home plate.
6. Game duration:
Six (6) innings.
No new inning shall start after 1 hour and 40 minutes for weekday games and 1 hour and 40 minutes for weekend games. If the regular season game is tied after time limits have expired, the game will be recorded as a tie. (Extra innings can be played within time limits). All Tournament games will be 1 hour and 50 minutes regardless of the day. If a tournament game is tied after the time limit has expired, the game will be played until there is a winner.
8. Seven runs max per inning. Ten (10) run rule will apply after four innings or Fifteen (15) runs after three innings. Inning is over after three outs or seven runs are scored. Game is over if the visiting team is up by more than seven runs after the top of the sixth inning.
9. Appropriate Gear shall consist of a bat that does not exceed 33" in length with a barrel not to exceed 2 and ¼ in diameter. 2 and ¼ barrel (non-wooden) bats must be clearly marked with BPF 1.15. A player may use a 2 and ¼ wooden bat if they prefer
7. There are no "Ballks" in this division.
8. There is no Infield fly rule in this division.
9. There is no "head first" sliding unless the runner is trying to return to his/her original base.
10. Dropped third strike. A player is out regardless if the catcher caught the ball or dropped the ball on the last strike.
10. Call Ripken rules (page 19) state, "If a runner attempting to reach home plate intentionally and maliciously runs into a defensive player in the area of home plate, he will be called out on the play and ejected from the game. The objective of this rule is to penalize the offensive team for deliberate, unwarranted, unsportsmanlike action by the runner for the obvious purpose of crashing the defensive player, rather than trying to reach home plate. Obviously this is an umpire's judgement call." OSA further adds, "If an offensive player is clearly going to be out at home, he must give himself up or slide."
12. No player shall sit two consecutive innings unless this is for disciplinary reasons, which will be fair across the board.
13. If a player who appears in the lineup is injured or becomes ill during the course of the game and the player can no longer continue to play, the player will be taken out of the game, removed from the line up and the player's spot in the batting order will be "skipped" without penalty. The player may only re-enter the game with the approval of the opposing manager and must be placed in the same position in the batting order.
14. Pitching: All Cal Ripken pitching limitations outlined in 0.06 apply with the addition of the pitch count noted below.
 - a. Pitchers may only pitch 6 innings in a regulation week (Monday thru Sunday). Rule 0.06
 - b. One pitch in an inning will constitute the pitcher having thrown that entire inning.
 - c. A pitcher must have 2 calendar days rest between pitching assignments if he/she pitches in more than two (2) innings in one game. Rule 0.06

*****Note*** OSA Local Pitching rules are located on Appendix A.**
15. Managers are responsible for adhering to above rules. Violation of OSA rules could result in disciplinary action including game suspension and forfeiture of game.

Appendix A

Oakleaf Pitch Count Rules

1. If a pitcher reaches a day(s) of rest threshold while facing a batter, the pitcher may continue to pitch until one of the following conditions occurs:
 - a. The Batter Reaches Base
 - b. The Batter is retired
 - c. The third out is made to complete the inning.
2. Pitch counts do not include warm up tosses, practice pitches or throws to any base. Pitch counts include pitches thrown to a batter, pitches that are fouled off or pitches hit into the field of play.

Pitch Count Limits

Age	Max Pitches
7-8	50
9-10	75
11-12	85
13-16	95

Full Days of Rest by Pitch Count.

Pitches	Calendar Days of Rest
1-20	0
21-35	1
36-50	2
51-65	3
66+	4

Pitcher to Catcher: Any pitcher who delivers 41 or more pitches in a game may not go behind the plate during that game to catch.

Catcher to Pitcher: Any player who has played the position of catcher more than three (3) innings in the game will not be eligible to pitch in that same game.

Examples:

1. A pitcher throws 20 pitches during Tuesdays game – requires 0 days of rest and could pitch again on Wednesday.
2. A pitcher throws 21 pitches during Tuesdays game – requires 1 days of rest and could pitch again on Thursday.
3. A pitcher throws 65 pitches during Tuesdays game – requires 3 days of rest and could pitch again on Saturday.
4. A pitcher throws 66 pitches during Tuesdays game – requires 4 days of rest and could pitch again on Sunday.

*****NOTE***** A pitcher, age 8, Starts a batter with 49 pitches and stays in the game to complete the at bat, throwing 53 total pitches, which exceeds his daily limit. However, having thrown 53 pitches he has exceeded the 50 pitch count, the player now requires 3 full calendar days of rest.