

Recreation Outreach Ministry Juniors (13-15yrs old) Rules and Guidelines

This is not intended to be a complete rule book. It is a clarification of some of the rules.

- ✓ The home team is responsible for coordinating the opening prayer.
- ✓ Scores and standings will be kept for each game with the home team being responsible for the official game record book. This should be done by a Team Manager or Team Mom not the Head Coach.
- ✓ Players must be in uniform, including mouthpieces and male players should have protective cups, to play. Catchers must wear a hard cup. Players warming up pitchers must wear all appropriate protective equipment. . Teams have maximum of 1 hour of time to warm-up before their games.
- ✓ Bats must be Little League compliant. They must be a maximum of 34 inches in length and 5/8 inches in diameter. Composite bats are approved with BBCOR labels.
- ✓ There is no pitch count rule. No pitcher can start consecutive games. Pitchers may pitch up to three total innings per game. If the game goes into extra innings, the same pitcher can continue.
- ✓ R.O.M. has decided to adopt the Little League option for continuous batting order. That means that each player on the team roster will be listed on the batting order. If a player listed on the batting order does not show up for the game, or is late, or becomes ill/injured and has to leave the game then next batter in the lineup bats. It is not considered an out. A batter showing up late can only bat in his designated position.
- ✓ Players who are considered substitutes must play six outs in the field. Only nine players play the field, the remaining players are substitutes. Teams who violate the substitution rule forfeit that game. A team may begin the game with eight players.
- ✓ Base runners **must** wear Little League approved helmets.
- ✓ If a third strike is not caught by the catcher when first base is occupied and before there are two outs that batter is out.
- ✓ The game is over after 7 innings or 2¼ hours. An inning may not start after two hours. A mercy rule comes into effect, ending the game, if one team is 10 runs or more ahead after 4 complete innings (for the away team) or home team is ahead by 10 or more after 3½ innings. If a game, played for at least one full inning, is suspended due to weather or other uncontrollable conditions, it will be continued exactly as it was left off at a later date as decided by the R.O.M. Director.
- ✓ Any player, coach, or fan who displays unsportsmanlike conduct can be asked to leave the complex. If a player is ejected and the offending team cannot substitute that player the team may continue to play shorthanded. Managers and coaches must wait until play is stopped and the umpire has called time, before coming out of the dugout to question a rule. This includes visits to the pitcher's mound.
- ✓ The defensive team may have 2 coaches on the sidelines to instruct his/her players. Base coaches may instruct their players but not physically assist or touch them. Players are permitted to be base coaches and must wear helmets. Coaches must stay in foul territory.

Recreation Outreach Ministry Majors (10-12yrs old) Rules and Guidelines

This is not intended to be a complete rule book. It is a clarification of some of the rules.

- ✓ The home team is responsible for coordinating the opening prayer.
- ✓ Scores and standings will be kept for each game with the home team being responsible for the official game record book. This should be done by a Team Manager or Team Mom not the Head Coach.
- ✓ Players must be in uniform to play and should have mouthpieces and protective cups for male players. Catchers must wear a hard cup. Players warming up pitchers must wear all appropriate protective equipment. Teams have maximum of 1 hour of time to warm-up before their games.
- ✓ Bats must be Little League compliant. They must be a maximum of 33 inches in length and 2¼ inches in diameter with a BPF of 1.15 or less.
- ✓ There is no pitch count rule. No pitcher can start consecutive games. Pitchers may only pitch three consecutive innings per game. If the game goes into extra innings, the same pitcher can continue.
- ✓ R.O.M. has decided to adopt the Little League option for continuous batting order. That means that each player on the team roster will be listed on the batting order. If a player listed on the batting order does not show up for the game, or is late, or becomes ill/injured and has to leave the game then next batter in the lineup bats. It is not considered an out. A batter showing up late can only bat in his designated position.
- ✓ Players who are considered substitutes must play six outs in the field. Only nine players play the field, the remaining players are substitutes. Teams who violate the substitution rule forfeit that game.
- ✓ Base runners **must** wear Little League approved helmets. We strongly recommend wearing helmets with face protection. We will provide them for each team. No leading off. Runners may advance on a pass ball and may continue to advance at their own peril.
- ✓ Bunting is permitted. A ball bunted into foul territory for the third strike is an out.
- ✓ If the batter is hit by a pitch, the batter has the choice to take the base or take a ball and continue the at-bat.
- ✓ If a third strike is dropped, the hitter is out but base-runners may advance at their own peril, the ball is live.
- ✓ The game is over after 6 innings or 2 hours. An inning may not start with less than 10 minutes of time remaining. A mercy rule comes into effect, ending the game, if one team is 10 runs or more ahead after 4 complete innings (for the away team) or home team is ahead by 10 or more after 3½ innings. If a game, played for at least one full inning, is suspended due to weather or other uncontrollable conditions, it will be continued exactly as it was left off at a later date as decided by the R.O.M. Director.
- ✓ Any player, coach, or fan who displays unsportsmanlike conduct can be asked to leave the complex. If a player is ejected and the offending team cannot substitute that player the team may continue to play shorthanded. Managers and coaches must wait until play is stopped and the umpire has called time, before coming out of the dugout to question a rule. This includes visits to the pitcher's mound.
- ✓ The defensive team may have 2 coaches on the sidelines to instruct his/her players. Base coaches may instruct their players but not physically assist or touch them. Players are permitted to be base coaches and must wear helmets. Coaches must stay in foul territory.
- ✓ Head first slides are illegal unless a base runner is returning to a base to avoid being put out.

Recreation Outreach Ministry Softball (10-14yrs old) Rules and Guidelines

This is not intended to be a complete rule book. It is a clarification of some of the rules.

- ✓ The home team is responsible for coordinating the opening prayer.
- ✓ Scores and standings will be kept for each game with the home team being responsible for the official game record book. This should be done by a Team Manager or Team Mom not the Head Coach.
- ✓ Players must be in uniform and should have mouthpieces to participate. Teams have maximum of 1 hour of time to warm-up before their games.
- ✓ The players will pitch to the batters. There is no pitch count rule. Pitchers can pitch consecutive games. Only the ten players on the line-up play the field.
- ✓ R.O.M. has decided to adopt the Little League option for continuous batting order. That means that each player on the team roster will be listed on the batting order. If a player listed on the batting order does not show up for the game, or is late, or becomes ill/injured and has to leave the game then next batter in the lineup bats. It is not considered an out. A batter showing up late can only bat in his designated position.
- ✓ Each player is required to play six outs. A player cannot be a substitute in consecutive games. Only the players in the line-up bat during the inning. Teams who violate the substitution rule forfeit that game. Team Managers should get equipment ready and keep order in the dugout not the Coach.
- ✓ Umpires may, at their discretion call a time out at the end of a play and/or for obstruction, interference, or injuries. It will be the sole decision of the umpire if base runners are held to a base, returned to a previous base or advanced to the next base at the time of the time out call. No protests or arguments on judgment calls. Coaches will be held to a very high degree of accountability in this area.
- ✓ Base runners **must** wear helmets with face protection. No leading off or bunting. Stealing will be allowed only after the ball passes the catcher. They may advance 1 base only. There will be no intentional walks permitted.
- ✓ Play will stop when the ball is returned to the pitcher inside the pitching circle. Base runners in motion may finish their advance to the next base.
- ✓ If a third strike is dropped, the hitter is still out but base-runners may advance at their own peril, the ball is live.
- ✓ No player shall intentionally collide with a fielder in an attempt to dislodge the ball. A player doing so will be called out.
- ✓ The game is over after 7 innings or 2 hours. An inning may not start with less than 10 minutes of time remaining. A team's turn at-bat will end after 3 outs or 5 runs. A mercy rule comes into effect, ending the game, if one team is 15 runs or more ahead before 4 complete innings or 10 runs or more ahead after 5 innings. Games ending in a tie or delayed due to weather will be continued at a later date on that is agreed upon by the coaches. (It is not a new game rather a continuation.) If the game goes into an extra inning, same pitcher can continue. Game ends five minutes before next game's start time on that field.
- ✓ Any player who displays unsportsmanlike conduct shall receive a warning. If the player does it again he may be ejected from the game.
- ✓ The defensive team may have 2 coaches on the sidelines to instruct his/her players. Base coaches may instruct their players (runners). The players are permitted to be base coaches; they (not the adults) must wear batting helmets. Coaches must stay in foul territory.
- ✓ Players may advance on an overthrow at their own peril as long as the ball stays in the field of play, including foul territory. If ball is overthrown out of the field of play the ball is dead and players can advance one base.
- ✓ **During the game, players may have water or sports drinks only.** Refreshments and snacks may be served after the game outside of the playing area. The field of play and bench area must be vacated immediately following the game. This will allow the waiting teams the opportunity to take the field.

Recreation Outreach Ministry Minors (7-9yrs old) Rules and Guidelines

This is not intended to be a complete rule book. It is a clarification of some of the rules.

- ✓ The home team is responsible for coordinating the opening prayer. Scores and standings will be kept for each game with the home team being responsible for the official game record book.
- ✓ Players must be in uniform, including mouthpieces and male players should have protective cups.
- ✓ The (player playing in the position of) pitcher must remain within the designated circle on either side of the coach until the batter makes contact with the ball.
- ✓ A coach will pitch to his/her players. He may **not** interfere with a live play. If the ball hits the coach, it's a single. The coach pitching may instruct his/her players. The defensive team may have 2 coaches on the field to instruct his/her players. Base coaches may instruct their players (runners). The players are permitted to be base coaches; they (not the adults) must wear batting helmets. Offensive coaches other than the pitching coach must stay in foul territory.
- ✓ Umpires may, at their discretion call a time out at the end of a play and/or for obstruction, interference, or injuries. It will be the sole decision of the umpire if base runners are held to a base, returned to a previous base or advanced to the next base at the time of the time out call.
- ✓ No protests on judgment calls. Coaches will be held to a very high degree of accountability in this area.
- ✓ Every ball hit into fair territory is in play. There is no bunting. Bats must be Little League compliant.
- ✓ The batter receives a total of 7 pitches for each at-bat. (If a coach fails to pitch well, it is to the loss of their team. No make up pitches.) If foul ball is hit on the 7th pitch the player is out. "On deck" batters must stay in the dugout.
- ✓ Base runners **must** wear helmets with face protection. No walks, stealing, leading-off or bunting; no running out of the baseline.
- ✓ Players may advance on an overthrow at their own peril as long as the ball stays in the field of play, including foul territory. If ball is overthrown out of the field of play the ball is dead and players can advance one base, except with plays at first base. There are no first base overthrows. On a ball hit to the outfield, the runners must stop "advancing" once the ball is possessed by an infielder. If the runner has already passed a base, with the INTENT to move on to the next base, that runner is permitted to continue, but must stop at that next base. The infielder will have the option of holding the ball and stopping play or making a play on the base runner. The umpire will have the discretion of returning a base runner to a previous base or stopping play before the runner takes the next base.
- ✓ A team's turn at-bat will end after 3 outs or 5 runs. The game ends after 6 innings or 1 1/2 hours. A team's at-bat may not start with less than 10 minutes of time remaining.
- ✓ Any player who displays unsportsmanlike conduct shall receive a warning. If the player does it again he may be ejected from the game.
- ✓ No player shall intentionally collide with a fielder in an attempt to dislodge the ball. A player doing so will be called out.
- ✓ Nine players will play in the field, and all players will be in the line-up to hit. Games are only a forfeit if there are less than 7 players for the team present. Every player must play infield at least one inning. A player can only play the same position a maximum of 3 innings total per game. Each player is required to play six outs. *During the tournament each player plays six outs without position limitations.*
- ✓ **During the game, players may have water or sports drinks only.** Refreshments and snacks may be served after the game outside of the playing area. The field of play and bench area must be vacated immediately following the game. This will allow the waiting teams the opportunity to take the field.

Recreation Outreach Ministry
T-Ball (5-6yrs old) Rules and Guidelines

This is not intended to be a complete rule book. It is a clarification of some of the rules.

- ✓ The home team coach is responsible for the opening prayer.
- ✓ A coach will place the ball on the tee for his batters. The defensive team's catcher should hand the ball to the coach. The coach may instruct his batters while assisting with the Tee. Coaches may not pitch to their players.
- ✓ Players must be in uniform to play.
- ✓ The batter swings until he puts the ball into play. Strikes are not counted.
- ✓ No walks, stealing, leading off or bunting.
- ✓ Base runners will be limited to one base per hit. Last two games of the year, teams can elect to run on outfield hits if both coaches agree. Bases will be 50 feet apart.
- ✓ Base runners **must** wear helmets
- ✓ A team's turn at-bat will end after 3 outs or 5 runs.
- ✓ The game is over after 6 innings or 1 hour. A new inning may not start with less than 10 minutes of time remaining.
- ✓ A player will be called out after throwing the bat. One warning only.
- ✓ Coaches in uniform shall serve as umpires. No protests. No arguments. Coaches will be held to a very high degree of accountability in this area.
- ✓ Scores will be kept for each game. No standings will be kept. Each week is a new opportunity for the children to learn.
- ✓ Every player will play in the field. All players will be in the line-up to hit. No player can play the same position more than two innings in a row. Players then get opportunity to compete in different positions. Catcher is optional at the discretion of the coaches.
- ✓ This is instructional baseball. The defensive team may have a coach in the outfield to instruct his players and a coach on the sideline to instruct his infield players. Base coaches may instruct their players (runners).
- ✓ No advances on an overthrow.
- ✓ During the game, players may have water or sports drinks only. Refreshments and snacks may be served after the game outside of the playing area. The field of play and bench area must be vacated immediately following the game. This will allow the waiting teams to take the field.