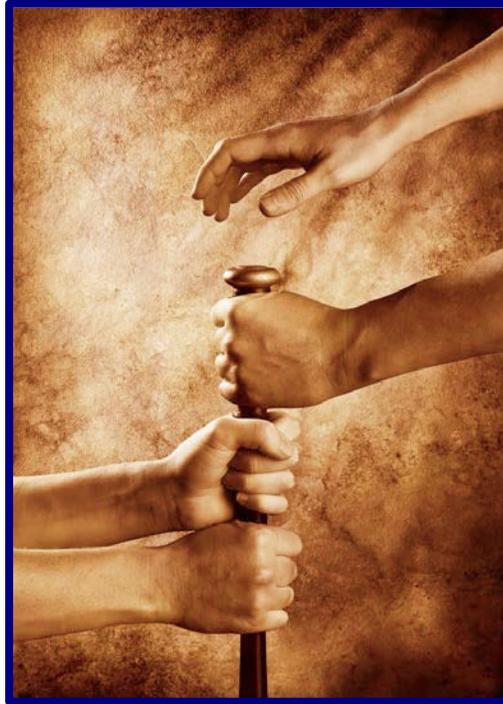


Old Brooklyn Area Little League (OBALL)



Official League Rules

2017

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Chapter 1: Scheduling, Re-scheduling, Rainouts

A. Scheduling

1. Schedules for the league will be made by the League Scheduler and posted to the website.
2. Coaches will receive their team schedule no later than two (2) weeks prior to the start of the season.
3. Coaches are responsible for advising players about the season schedule posted on the website. This is mandatory so that every player knows when games are scheduled. Schedules are available on the website at <http://www.oball.org>.
4. Practices are recommended and must be held two (2) times a week prior to the season starting and at least one (1) time a week once the season starts. Practices are limited to one (1) hour if another team is waiting to use the field. Parents/children can leave without penalty after one (1) hour.

B. Rescheduling

Rescheduling games can become a problem due to various factors such as availability of fields, rain out rescheduled games, and the ability of both teams involved to agree on a time. The league will work with head coaches, to the best of our ability, to re-schedule a rainout game for a head coach, if it is at all possible. We ask head coaches to understand the above problems and limit their requests for re-scheduled games to emergency situations only. No guarantees can be made. Five assistant coaches are available to coach in head coach's absence.

1. The head coach must contact the League Scheduler with a request to re-schedule a game no later than one (1) week prior to the scheduled game that the head coach wants re-scheduled.
2. The League Scheduler must pick a date to re-schedule the game and then contact the head coach requesting the re-schedule and the head coach of the opposing team.
3. If both head coaches agree on the new date, the League Scheduler will have final authority to re-schedule the game.
4. If both head coaches do not agree on a re-scheduled date, the game will be played on the regularly scheduled date.
5. The League Scheduler must inform the Division Commissioner and the webmaster of the re-scheduled game(s).

NOTE: The league allows each head coach to pick up to five (5) official assistant coaches to help the head coach with practices, team activities, etc. The assistant coaches are also there to act as head coach for the team on game day if the head coach cannot be there. This will be taken into account for all requests for re-scheduling games. If the board is not informed, no games will be rescheduled. The head coach must immediately inform the board if an assistant coach quits. This will allow the board to work with the head coach to find a new assistant. The third assistant coach must attend some practices and games and must help in some form (bench coach, scorekeeper, base coach, warm-ups, etc.).

C. Rainouts

The league makes every effort to inform each team, in a timely manner, when the scheduled game for the day has been cancelled due to bad weather, bad field conditions, etc. Often times, we have plenty of time in advance to notify teams. On occasion, a decision has to be made at the last minute to cancel a game. The following rules will apply for rainouts:

1. All decisions to cancel a game due to weather or field conditions will be made as quickly as possible by the field commissioner or a league board member. This decision will be final.
2. The decision to cancel a game will be made, if possible, no later than one (1) hour before the scheduled game time. Also, the rainout phone line and website will be updated to indicate a rainout, if possible.
3. As soon as a decision has been made to cancel a game, the league will post a message on their website as well as record a message that can be retrieved by calling the rainout number, which will be provided to coaches prior to the season starting. It is then the responsibility of the head coach to inform every player on his/her team that the game has been cancelled. Umpires will be notified of cancelled games by the league.
4. On occasion, the league will hold off on calling a game because we feel that we can get the fields ready to play or the weather turns bad shortly before the game starts. In this instance, it is obligatory that your team shows up at the field. This may cause some inconvenience, but it does not happen often and allows the league the opportunity to play the games. Your understanding is appreciated.
5. If a game is cancelled because of weather or field conditions, the League Scheduler will work with all teams involved to re-schedule the games.
6. The League Scheduler must inform the Division Commissioner and the webmaster of the re-scheduled games due to rainouts.

Chapter 2: Uniforms

A. Uniforms

The league will provide uniforms for players, head coaches, and assistant coaches. The following are provided:

1. Players
 - a. One (1) pair of white uniform pants (style determined by the league).
 - b. One (1) uniform jersey in the team colors (style determined by the league).
 - c. One (1) pair of baseball socks in team colors (style determined by the league).
 - d. One (1) baseball cap in team colors (style determined by the league).
2. Head Coach and Assistant Coach
 - a. One (1) uniform jersey in the team colors (style determined by the league).
 - b. The coaches' jersey is owned by the league and must be returned to the league immediately if a coach quits or is asked to leave the league.

B. During the Game

All players, head coach, and assistant coaches must wear full uniforms provided by the league.

1. Uniforms must be the current year uniform bearing the current year sponsor's name on the uniform.
2. If a player is out of uniform as described above, the player will not be able to play in the game unless the player returns in full uniform.

C. Exceptions

1. The league cannot provide a uniform to players, head coach, or assistant coaches for various reasons.
2. A uniform becomes damaged beyond wearing (ripped, falls apart, etc.) or blood stained during the course of a game.
3. The league issues a waiver to a player/coach prior to the game.
 - a. If a players/coaches uniform becomes damaged beyond wear prior to a game, he/she must inform the league prior to the next game.
 - b. The league will then try to replace the uniform article that is damaged (hat, shirt, etc.).
 - c. Any undamaged uniform article must still be worn during the game.
4. Only the players, head coach, and assistant coaches are allowed to wear uniforms on the bench or on the field.
5. Penalties
 - a. Any player not in uniform and not qualifying for the above exceptions will not be allowed to play in that game.
 - b. Any coach not in uniform will be warned the first time and will not be allowed to coach a game if there are further infractions.
 - c. Any player, head coach, and assistant coaches wearing an old uniform or a uniform bearing the name of a different backer will not be allowed to play, coach, or enter the field.
 - d. Only properly uniformed players/coaches are allowed on the field and bench.

6. Absolutely no metal spikes are permitted to be worn. Sunglasses are permitted, except for the pitcher. There should be no extra white garments to be worn by the pitcher (including wristbands) other than league issued uniforms for Divisions Little F and Big F.
7. No jewelry (earrings, necklaces, bracelets, etc.) can be worn during a game or practices (all divisions).

NOTE: The sponsors spend \$250.00 to sponsor a team. Without the sponsor's help, this league would not be possible. Please be courteous and sensitive to the sponsors and wear the uniform with your sponsor's name on it. Sponsors deserve the recognition.

Chapter 3: Before the Game Starts

- A. In case of bad weather or bad field conditions. The umpire will make the decision if the game, should start or be cancelled. This will apply if the league does not cancel the game prior to an hour before the scheduled game time. The umpire's decision is final.
- B. All players and coaches must be sitting on the bench 10 minutes before the scheduled start of the game.
 - 1. If a player comes after the start of the game, the player must report immediately to the bench.
 - 2. All players must stay in bench area.
- C. A 15-minute grace period will be given to a team before the game starts. If a team does not have the required number of players to start the game (8), then a forfeit will be declared after the 15-minute grace period.
- D. The head coach must meet with the umpire before the start of the game to discuss ground rules, game rules, and other relevant issues before the game starts.
- E. For Little F and Big F, if the umpire does not show up, either head coach must call the Division Commissioner or the League Scheduler to secure an umpire. If no umpire is secured, a scrimmage must be played between the two (2) teams. The length of the scrimmage is to be determined by the amount of time available to play. With no umpire, the game is not an official game and needs to be rescheduled. For T-Ball and Pee-Wee, the coaches must pick two (2) parents (one from each team) to umpire. In this case, the game will be an official game. Scorekeepers need to write down the names of both umpires in the scorebook and inform the winning coach (or parent on the winning team) to e-mail the umpires' names to oballscores@gmail.com when reporting the score of the game within 24 hours.
- F. The home team will provide a new game ball (provided to the head coach by the league) and be responsible for supplying and putting out the bases. The away team will provide a good used ball for the game. The home team is on the third base side. The away team is on the first base side.
- G. Only uniformed players, head coach, assistant coaches, and one (1) designated non-uniformed parent picked by the head coach are allowed on the bench.
- H. Teams must supply a line-up card to the opposing team to insure the mandatory play rules are being enforced.

NOTE: In all divisions, eight (8) players are needed to start the game.

I. Bats (size specifications and identification)

1. Bat length may not exceed 34 inches from end to end.
2. Bat length to weight ratio may not exceed a 10 ounce drop in Little F and a 3-ounce drop in Big F. This is calculated by taking the bat length minus the bat weight. For example, a bat has a length of 30 inches and a bat weight of 19 ounces; $30 - 19 = 11$.
3. T-Ball must use a T-Ball bat.
4. Pee-Wee has no drop restrictions, but cannot exceed 34 inches. Pee-Wee players can also use a T-Ball bat.
5. We will continue to enforce this rule by periodically checking all bats that are used during any game in the season. Umpires or opposing coaches may also ask to review any bats that are used.
6. Please remember that any player caught using an illegal bat during an at-bat will be automatically called out and runners may not advance.
7. **Wood bats can be used in all Divisions.**

Chapter 4: During the Game

- A. All players present at the start of the game will be put into the batting line-up.
1. If a player shows up after the start of a game, that player will be inserted at the end of the batting line-up.
 2. No one under 18 years of age shall bend down in a catcher's position to warm-up a pitcher without wearing proper protection (i.e. mask, chest protector, cup, etc.).
- B. The head coach can pick one (1) non-uniformed adult to help on the bench. The head coach can also pick one (1) designated non-uniformed adult to coach a base when the team is at bat if uniformed assistant coach is not available. A player wearing a helmet can also coach a base if the coach chooses. Reminder: only one (1) designated non-uniformed adult is allowed to sit on the bench.
- C. Only the head coach or official assistant coach are allowed on the field (between the white lines) to talk to players, make changes, etc. (except T-Ball; see T-Ball rules). Any parent helping coach a base or other non-uniformed adult who is observed coming onto the field and arguing calls against league rules will not be tolerated. Any non-uniformed person caught arguing with the umpire or coming onto the field for any reason will be asked to leave the park, and the OBALL Board will conduct a review of the game. The police will be contacted if a parent will not leave the game. A repeat violation will result in the offending team losing the game by forfeit and/or suspension or dismissal from the league. All coaches have the responsibility to inform non-uniformed adults helping the team to be quiet and let the head coach handle any problems. Only the head coach will be allowed to discuss calls, rules, etc. with the umpire. Absolutely no parents will be allowed on the field at any time with the following exceptions:
1. If a player suffers an injury, a coach should call time immediately, and runners will be awarded bases that, in the judgment of the umpire, they would have reached if play were not stopped. The head coach will go out on the field first to determine what the injury is and how severe.
 2. If the player has suffered a severe injury, then that player's parent(s) and person(s) with medical knowledge can attend to the player on the field.
 3. If a player is bleeding, the team will have five (5) minutes to stop the bleeding. If the bleeding cannot be stopped, after that time, the player must be removed from the game. If a player returns to the game after the bleeding has been stopped, that player must have the wound covered, and the player must change shirts if blood is present on the shirt. This shirt does not have to be a uniform shirt.
 4. If a player suffers a head injury, that player must be removed immediately from the game. The head coach must submit an injury report to the board as soon as possible.
 5. It is mandatory that a first aid kit, clean towel, ice packs, and bandages be kept on the bench for injuries
 6. The umpire may stop injured player from returning. This is at the umpire's discretion.
- D. All spectators at the game cannot sit closer than five (5) feet to the bench to watch the game. Coaches will be responsible to keep the bench area clear. All players not active in the game must remain on the bench during the game (this must be strictly enforced).

- E. Head coaches will be responsible for the behavior and actions of the team and fans. Coaches will remind parents and attendees that the league will not tolerate swearing, taunting, arguing, and disruptions of the game by unruly fans. The league will hand-out penalties it deems necessary including forfeiture of the game, suspensions, or any other appropriate penalty. The umpire can end the game after a warning and problem team forfeits if negative behavior continues. Major rule infractions or unsportsmanlike conduct will incur a three (3) game suspension of the head coach.
1. No one will be allowed to yell "swing batter" when the ball is pitched. The umpires will be instructed to give a warning and call the pitch a ball. Any subsequent violations will result in an automatic walk being issued and the offender being thrown out of the park.
 2. Players will be allowed to say hey batter batter or hey pitcher, but must be quiet when the pitcher steps on the mound or the ball is placed on the tee. Everyone must be quiet while the pitcher is in motion or until the ball is put into play.
 3. No person will be allowed to swear at players or intimidate the players in any way.
 4. The above also applies to the behavior of all coaches and players.
 5. The umpire and any league official or board member has the right to expel a player, coach, and any fan from the park, at any time, for the above violations. If the person that is expelled does not leave, the police will be called to remove that person from the park.

OBALL values all of our coaches, assistant coaches, volunteer umpires, paid umpires and families. We do not want to lose any of our coaches through these actions. However, we all need to realize and put first in our thoughts, actions, and words the CHILDREN that are relying on the adults in their lives to behave as good role models by teaching them and playing the GAME of baseball in a respectful and fun way.

- F. The league will not tolerate any willful destruction of league equipment. Players throwing equipment, destroying equipment, or mistreating equipment in any way will be subject to immediate ejections and suspension. The board will review all situations and decide what further measures will be taken to alleviate the situation. Coaches will not paint or add accessories to OBALL equipment. Any coach willfully doing so will immediately be charged for said equipment. OBALL must be paid in full before said coach is allowed to coach at practices and in games.
- G. Protective headgear (helmet) is mandatory for all offensive players who are on the field (i.e. batters, base runners, player in the on-deck circle, and players acting as a base coach). The umpire may subject any player violating this rule to ejection from the game.
- H. An offensive inning will be defined as three (3) outs. See each Division rules for game play specific exceptions.
- I. Pitchers will be limited to a certain amount of innings pitched per game (see specific division rules for the limit). An inning for pitching purposes is defined as one (1) pitch thrown to the plate.

- J. Except in the Big F division, all players present will be required to play two (2) innings in the field. The following exceptions apply:
1. A player is late to the game. In this instance, if a player shows up after the fourth inning has started, that player will be inserted into the field in the next inning that the team is in the field.
 2. A player has to leave the game due to injury or illness. The game is shortened by weather, darkness or any other reason ruled by the umpire.
 3. The Little F division games are seven (7) innings long. In the 7th inning, players can be substituted freely as long as every player played two (2) innings in the field. The same applies to any other game that goes into extra innings.
 4. Player does not show up for practices.
 5. If the coach is not following said rules, the coach may be suspended upon board review (see Coaches Responsibilities).
- K. Alcoholic beverages or any illegal substances will not be permitted in the park. Any parent, player, coach, and/or umpire that is intoxicated, or under the influence of any substance, will be immediately ejected from the park and subject to ejection from the league.
- L. Absolutely no smoking is permitted on the field or in the bench areas during games, practices or any other league function and needs to be at the minimum of ten (10) feet away from the bench and playing areas.
- M. If the player leaves the game because of an injury or illness, the coach will be allowed to pick a player off the bench to fill in for the injured player. The batting order will remain the same. There is no automatic out for the player that left the game due to injury or illness.
- N. No pinch runners will be allowed unless there are two (2) outs and the catcher reaches base “the speed-up rule.” The head coach may choose the player who made the last out to run for the catcher. The catcher must be the returning catcher. The umpire and opposing coach must be notified before the runner is put in. The catcher is not out of the game.
- O. Bases are moveable. Once the umpire calls a sliding base runner “safe,” the runner may not be called out for having his/her foot off the base if the base has moved during the slide. The umpire shall call time once play has stopped, and the base shall be replaced.
- P. Except for in the Big F division, head first sliding into a base will not be permitted unless the runner is going back to a base. Any runner doing a head first slide will be called out. The league has a no malicious contact rule (i.e. slide or give up is in effect). No running over the catcher is permitted. If the catcher has the ball in his possession, a runner must either slide or give up. For example, the catcher has possession of the ball, and a runner is running from third base to home plate, the runner must either slide into the plate or give up. No runner is allowed to bowl over or hit the catcher in an attempt to knock the ball loose. The umpire will have discretion to decide if any contact between the runner and catcher is incidental or purposeful on the part of the runner.

- Q. The head coach will be permitted to make one visit per inning to the mound. If the head coach appears on the field a second time during that inning, a pitching change must be made unless the umpire, for an injury or any other reason, calls time. The head coach must not make any defensive changes or talk to defensive players during that time on the field.
- R. OBALL is adopting the Ohio High School Athletic Association (OHSAA) rules where there are no protests allowed (www.OHSAA.org).
- S. The head coach or umpire can eject any person/player from the playing field. Any person ejected from the game must leave the playing facility with the following exceptions:
1. Unless player is under the age of 18.
 2. Ejected person must keep a distance of at least 100 feet from the field. For fields 1 & 2 at Loew Park, the distance is on the other side of the chain link fence (area between the parking lot and fence).
 3. OBALL has a no tolerance policy (see the coaches and parents code of ethics pledge at the end of the rule book).
 4. The following action will be taken for player and coach ejection:
 - a. First ejection: one (1) game suspension, which will be the next game
 - b. Second ejection: two (2) game suspensions with board review.
 - c. Third Ejection: suspension for the remainder of the year.

NOTE: Ejections for the next game will include playoff and championship games.

- T. Score keeping
1. Effective in all divisions, each team in the league must have an official score keeper during the game. The team scorekeeper will be obligated to check with the opposing team's scorekeeper after every inning to compare scores and make sure that both scores coincide. If there are differences in the score, time will be called, and the differences must be worked out before the next inning begins. If there is no available adult who knows how to score, the head coach can be the scorekeeper, but must remain in the bench area.
 2. The scorekeeper must, at the end of the game, verify the score with the other team and have the umpire sign the score book.

Chapter 5: After the Game

- A. All games must be played to their conclusion.
 - 1. No head coach will allow a game to end early on the basis of the fact that his/her team cannot catch up in the score.
 - 2. Only umpires and/or league officials can end a game earlier than scheduled.
- B. After the game ends, the head coach for both teams shall line their players and assistant coaches up to shake hands with the opposing team in a sportsmanlike manner. The head coach must monitor the process.
- C. No arguing, taunting or discussion of the game will be allowed between opposing coaches, players, umpires, fans, etc.
- D. Head coaches and assistant coaches are responsible for picking up and securing all team equipment.
- E. Head coaches and assistant coaches are responsible for making sure the field and bench areas are free from litter (strictly enforced).
- F. The winning team will get the "game ball." The other team will receive the good used ball that was supplied for the game.
- G. Head coaches will be responsible for turning in all documentation (injury reports, scores, etc.) to the league within 24 hours.
- H. The head coach, assistant coaches or parent from the winning team must e-mail the OBALL webmaster with the information identified below to oballscores@gmail.com within 24 hours after the game ends. Failure to e-mail the score within 24 hours will result in a loss for the winning team.

E-mail should include the following information:

- winning team name,
 - date the game was played,
 - opponent for the game,
 - **umpire(s) for the game for T-Ball and Pee Wee Divisions;** and,
 - score of the game.
- I. The head coach will be responsible for reporting to the league any damaged or missing equipment.

Chapter 6: T-Ball Division

The following are specific division rules for T-Ball that enhance and do not supersede the general rules. Ohio High School Athletic Association (OHSAA) rules apply when not addressed by the general rules or specific division rules.

All games will have a one hour and forty-five minutes time limit. **Play Off and Championship games will play until completed.**

- A. All games will start at the scheduled time. All teams will be given a 15-minute grace period to field at least eight (8) players. If a team cannot field the minimum amount of players in this time, a forfeit will be declared.
- B. A T-Ball game will be four (4) innings long with the following exceptions:
 - 1. The game is shortened due to weather, darkness, etc. The umpire and/or a league board member will determine this. The following guidelines will be used if a game is stopped due to weather. No new inning can start after 8:00 p.m.
 - a. A T-Ball game will become an official game when two (2) innings are completed.
 - b. If a game is stopped due to weather, the following will apply:
 - 1) If the game is stopped in the first inning, the game will be rescheduled from the beginning of the game.
 - 2) If the game is stopped in the second inning, then the following will occur:
 - a) If the visiting team is still batting in the top of the 2nd inning, the game will be rescheduled from the beginning.
 - b) If the visiting team or the home team has completed batting in the 2nd inning and the game is tied, the game will be rescheduled from the beginning.
 - c) If the visiting team has completed batting in the top of the 2nd inning and is ahead in the score, then the game will be rescheduled from the beginning.
 - d) If the visiting team has completed batting in the top of the 2nd inning and the home team is ahead in the score, the home team will be declared the winner.
 - e) The game has gone longer than the 2nd inning and the visiting team has just completed batting in the top of the inning. The game will revert to the last legal inning played. If a team was ahead in the score, that team will be declared the winner.
 - 2. If a game is tied after four (4) innings, the game will end in a tie. However, the game will continue for the tie breaker if it is needed for playoff seeding purposes.
- C. A defensive team will consist of ten (10) players on the field.
 - 1. Players must be positioned in the proper position (i.e. the first baseman must be in a normal first baseman position, etc.). No over shifting or stacking players is allowed.
 - 2. The catcher position has been eliminated. The catcher will be moved to a short center field position.

- D. A team must have eight (8) players at the start of the game to avoid a forfeit.
1. If a team is playing with only eight (8) players and one player leaves the game for any reason (injury, illness, ejection, etc.), that team will automatically forfeit the game.
 2. If a team is playing with eight (8) players, the 9th and 10th positions are no longer automatic outs. The batting order continues.
- E. The league has a continuous batting order. All players present at the start of the game must be put in the batting order. If a player shows up after the game starts, that player must be put at the bottom of the batting order unless the team has gone through their line-up.
- F. Every player must play two (2) innings in the field. Refer to Chapter 4 Section J for exceptions to this rule.
- G. Base Distances will be 45 feet. The pitchers mound will be 35 feet. Defensively, the player in the pitcher's position must be in the pitcher's mound area.
- H. All four (4) offensive innings; will consist of three (3) outs or once through a team's batting order, whichever comes first. The team with the **least** players will determine the size of the order (i.e. if team A has 14 players at the start of the game and team B has 11 players, then the batting order is 11 players. If 11 players on team A bat, their inning is over. The batting order will continue for team A with the next batter in the line-up the next time team A bats. The order does not start with batter #1.
- I. The defensive team will be allowed to have two (2) uniformed coaches in the out field during play to coach their team in the field. The offensive team can have one (1) uniformed coach helping the batter and two (2) uniformed coaches coaching a base. Refer to Chapter 4 Section B for non-uniformed adult help.
- 1. If the ball is thrown from the outfield to the infield, the play continues until the ball is delivered within baselines of the infield and an infielder has possession of the ball. After date selected by league officials, player must make an attempt to make the time out signal. Coaches should review the time out signal with players during practice.**
 2. When the ball reaches the infield or is overthrown, runners who are more than halfway to the next base will be awarded the next base. Runners who are halfway or less than halfway to the next base must return to the previous base. It is highly recommended that both head coaches agree to the half-way point. The umpire will physically mark the half-way point if it is not visible.
 3. If the ball goes into a foul area, the ball is dead.
 4. Once a ball is overthrown and goes into a dead ball area, players will not be awarded the next base; no overthrow rule applies. When throwing to 1st and 3rd bases (if there is no fence), no overthrow rule applies.
- J. A batted ball must travel at least fifteen (15) feet from the back point of home plate to be considered fair. This point will be clearly marked on the field by the league field crew.
- K. No sliding, leadoffs or stealing are permitted.

- L. If a player leaves the game due to a serious illness or injury; that player cannot return to the game and will not be considered an out. If the team started the game with eight (8) players and now has seven (7) players, the team must forfeit the game.
- N. The 5-run rule does NOT apply in T-Ball, however, if a team is up by 15 runs at the end of the third (3rd) inning, scoring stops. The fourth (4th) inning is played with no score being kept. Teams may not quit playing because score is not being kept. Continue to play the 4th inning so all players get a chance to bat.**
- O. TBALL THROWN BAT RULE. COACHES AND UMPIRES WILL DISCUSS THROWN BATS PRIOR TO THE GAME. BOTH TEAMS ARE GIVEN THEIR TEAM WARNING. First Bat Thrown = PLAYER IS OUT. If the same player throws two bats in one game, that player does not bat again in the game, and each time that player is up, it is an automatic out. The player IS still allowed to play in the field.
- P. No protests are allowed in this division.
- Q. There is no infield fly rule in effect.
- R. If there is no umpire to start the game, either head coach must call the Division Commissioner. If there is no umpire, the coaches must pick two (2) parents (one from each team) to umpire. In this case, the game will be an official game.
- S. The batter must stand square in the box and must be parallel to the pitcher. A coach cannot angle the batter.
- T. Players in T-Ball will be able to wear shorts only at the leagues' discretion once the temperature is over 90 degrees F. Shorts should be gym short style; no jean shorts, khaki shorts, etc. Players must wear baseball socks, shirts, and caps that were provided by the league. Refer to Chapter 2 Section C for exceptions to this rule.
- U. Players will get seven (7) attempts to hit a fair ball. If they do not do so in seven (7) attempts, the batter is out.
- V. The player in the pitcher position must throw a fielded ball to the players at the bases to make the out, except for home plate. The pitcher must throw the ball to the player at 1st, 2nd, or 3rd base to make the out. The pitcher may run to home plate to make the out. All other players may run to the base and step on it or tag the runner to make an out.

Chapter 7: Pee-Wee Division

The following are specific division rules for Division I that enhance and do not supersede the general rules. Ohio High School Athletic Association (OHSAA) rules apply when not addressed by the general rules or specific division rules.

Games will have a two (2) hour time limit. **Play Off and Championship games will play until completed.**

- A. All games will start at the scheduled time. All teams will be given a fifteen (15) minute grace period to field at least eight (8) players. If a team cannot field the minimum amount of players in this time, a forfeit will be declared.
- B. Division I games will be five (5) innings long with the following exceptions:
1. A game is tied after five (5) complete innings are played. In this instance, two (2) additional innings will be added; the second inning, if needed, to break the tie. If the game is still tied, the game will be continued at a later date from the point the game was stopped.
 2. The game is shortened due to weather, darkness, etc. The umpire and/or a league board member will determine this. The following guidelines will be used if a game is stopped due to weather.
 - a. A Division I game will become an official game when **three (3) innings** are completed.
 - b. If a game is stopped due to weather, the following will apply:
 - 1) If the game is stopped in the **1st-2nd** innings, the game will be rescheduled from the beginning of the game.
 - 2) If the game is stopped in the **third** inning, then the following will occur:
 - a) If the visiting team is still batting at the top of the 3rd inning, the game will be rescheduled from the beginning.
 - b) If the home team has completed batting in the **3rd** inning and the game is tied, the game will be rescheduled from the beginning.
 - c) If the visiting team has completed batting in the top of the **3rd** inning and is ahead in the score, the game will be rescheduled from the beginning.
 - d) If the visiting team has completed batting in the top of the **3rd** inning and the home team is ahead in the score, the home team will be declared the winner.
 - e) If the game has gone longer than the **3rd** inning and the visiting team has just completed batting at the top of the inning, the game will revert to the last legal inning and the score at the end of that last full inning. The team with the most runs at the end of the last legal/full inning will be declared the winner. If the score is tied at the end of the last legal/full inning, the game will be rescheduled from that point.

- D. A team must have eight (8) players at the start of the game to avoid a forfeit.
1. If a team is playing with only eight (8) players and one player leaves the game for any reason (injury, illness, ejection, etc.), that team will automatically forfeit the game.
 2. If a team is playing with eight (8) players, the 9th and 10th positions are no longer automatic outs and the batting order continues.
 3. If a team is playing with eight (8), the head coach can drop any position on the field (except pitcher or catcher). If a team is playing with nine (9) players, there must be three (3) outfielders.
- E. The league has a continuous batting order. All players present at the start of the game must be put in the batting order. The team with the least players determines the length of the batting order. If a player shows up after the game starts, that player must be put at the bottom of the batting order unless the team has gone through their line-up.
- F. Every player must play two (2) innings in the field. Refer to Chapter 4 Section J for exceptions to this rule.
- G. Base distances will be 55 feet. The pitcher's mound will be 43 feet. The set distance for the player playing at the pitcher's mound is two (2) feet from the mound (left or right of pitcher); not forward of the pitcher.
- H. An offensive inning will consist of three (3) outs or a team's full batting order, whichever comes first. The team with the least players in the batting order will determine the size of the order (i.e. if team A has 14 players at the start of the game and team B has 11 players, the batting order is 11 players. If 11 players on team A bat, then the inning is over. The batting order will then continue for team A with the next batter in the line-up. The order does not start from batter #1).
- I. For the first four (4) innings of every game, the offensive team is limited to five (5) runs per inning. An exception to this rule is when three runners are on base, four (4) runs have already been scored, and the batter gets a hit. For this hit, play will continue until time is called. Any amount of runs that scored on this continuous play will count, even if the run total for the inning exceeds five (5) runs. The inning will then end for the offensive team.
- J. After the fourth (4th) inning, this rule will no longer be in effect. Both teams will be able to score as many runs as possible until three (3) outs are recorded.
- K. There is no infield fly rule in effect.
- L. The umpire will stop play when a live ball is thrown into the infield, is in the possession of an infielder, and the infielder calls time out. The infield is defined as within the base lines, inward to home plate, and between the foul lines.
1. When the ball reaches the infield and the player calls time, runners that are more than halfway to the next base will be awarded the next base. Runners who are halfway or less than halfway to the next base must return to the previous base. It is highly recommended that both head coaches agree to the half-way point. The umpire will physically mark the half-way point if it is not visible.

2. If a ball is overthrown and in play, runner(s) can advance so long as the ball does not leave the in-play area as defined by the umpire. If the ball leaves the in-play area, the runner(s) are awarded one (1) base.
- K. Protective cup and throat guards are required to be worn by the catcher. It is highly recommended that all other players wear a protective cup.
- L. **Sliding will be permitted at all bases. See Chapter 4, Rule P for complete rule.** The league has a no malicious contact rule (i.e. slide or give up is in effect). No running over the catcher is permitted. If the catcher has the ball in his possession, a runner must either slide or give up. For example, the catcher has possession of the ball, and a runner is running from third base to home plate, the runner must either slide into the plate or give up. No runner is allowed to bowl over or hit the catcher in an attempt to knock the ball loose. The umpire will have discretion to decide if any contact between the runner and catcher is incidental or purposeful on the part of the runner.
- M. No leadoffs or stealing are permitted. No runner can advance on a passed ball. The catcher does not have to hold on to the third strike.
- N. If a player leaves the game due to a serious illness or injury; that player cannot return to the game and will not be considered an out. If the team started the game with eight (8) players and now has seven (7) players, the team must forfeit the game.
- O. PEE WEE THROWN BAT RULE. First Bat Thrown = TEAM WARNING; Second Bat Thrown = PLAYER IS OUT; If the same player throws two bats in one game, that player does not bat again in the game, and each time that player is up, it is an automatic out. The player IS still allowed to play in the field.
- P. Only a uniformed coach (head or assistant) will be allowed to pitch to the team. (Emergency situations must be approved by League.) A batter will have seven (7) pitches or up to 3 strikes (foul balls are 1st and 2nd strike) to put the ball in play. If the batter swings and misses 3 times, the batter is out. There are no Walks in Pee Wee during coach pitch. If the batter does not put the ball in play after seven (7) pitches, the batter will be called out. However, if the 7th pitch is hit foul, the batter will get one additional pitch. If the ball thrown by the coach hits a batter, the batter does not get first base. The pitch is counted as one pitch to the batter. No intentional walks are allowed during coach pitch. The pitches must be overhand.
- Q. During coach pitch, no bunting will be allowed. The batter has to take a full swing at a coach-pitched ball.
- R. No protests are allowed in this division.
- S. If there is no umpire to start the game, either head coach must call the Division Commissioner. If no umpire is secured, the coaches must pick two (2) parents (one from each team) to umpire. In this case, the game will be an official game.

- T. **The division will be coach pitch until the date selected by league officials. After that selected date, the games will be coach- pitched innings for the first two (2) innings. Then, kid-pitched for the remaining 3 innings and any extra innings.** Pitchers are only allowed to pitch 4 innings in one game. Pitchers will pitch to the opposing team from 40 feet (coaches pitch from 43 feet). Volunteer umpires will continue to umpire the games; however, balls and strikes will be called during the last three (3) innings and any extra innings. After the first two (2) full innings, the game will revert to kid pitch. During the last three (3) innings of kid pitch, the volunteer umpire will stand behind the catcher to call balls and strikes.
- U. **Safety base. Coaches should teach players to touch only the white part of the safety base when they hit the ball into the outfield and are rounding first and going to second base. HOWEVER, if the runner touches the orange portion of the base and then rounds/runs to second base, this will be allowed in Pee Wee.** Discuss at meeting between coaches and umpire.
- V. If a pitcher hits three (3) batters in one (1) inning, the pitcher must be removed from the pitching position, but must remain in the game (if the player has not completed two (2) innings of play).

Chapter 8: Little F Division

The following are specific division rules for Division II that enhance and do not supersede the general rules. Ohio High School Athletic Association (OHSAA) rules apply when not addressed by the general rules or specific division rules.

Games will have a two (2) hour time limit. No inning will start after two hours from the beginning of the game. **Play Off and Championship games will play until completed.**

- A. All games will start at the scheduled time. All teams will be given a fifteen (15) minute grace period to field at least eight (8) players. If a team cannot field the minimum amount of players in this time, a forfeit will be declared.
- B. Division II games will be seven (7) innings long with the following exceptions:
1. A game is tied after seven (7) complete innings are played. In this instance, two (2) additional innings will be added, the second inning if needed, to break the tie. If the game is still tied, the game will be continued at a later date from the point the game was stopped.
 2. The run differential between teams is fifteen (15) runs or more after three (3) innings (2 ½ if the home team is winning) or more than ten (10) runs after 5 innings (4 ½ innings if the home team is winning).
 3. The game is shortened due to weather, darkness, etc. The umpire and/or a league board member will determine this. The following guidelines will be used if a game is stopped due to weather.
 - a. A Division II game will become an official game when four (4) innings are completed.
 - b. If a game is stopped due to weather, the following will apply:
 - 1) `
 - 2) If the game is stopped in the fourth inning, then the following will occur:
 - a) If the visiting team is still batting in the top of the 4th inning, the game will be rescheduled from the beginning.
 - b) If the visiting or the home team has completed batting in the 4th inning and the game is tied, the game will be rescheduled from the beginning.
 - c) If the visiting team has completed batting at the top of the 4th inning and is ahead in the score, the game will be rescheduled from the beginning.
 - d) If the visiting team has completed batting at the top of the 4th inning and the home team is ahead in the score, the home team will be declared the winner.
 - e) If the game has gone longer than the 4th inning and the visiting team has just completed batting at the top of the inning, the game will revert to the last legal inning and the score at the end of that last full inning. The team with the most points at the end of the last legal/full inning will be declared the winner. If the score is tied at the end of the last legal/full inning, the game will be rescheduled from the beginning.

- D. A team must have eight (8) players at the start of the game to avoid a forfeit.
1. If a team is playing with only eight (8) players and one player leaves the game for any reason (injury, illness, ejection, etc.), that team will automatically forfeit the game.
 2. If a team is playing with eight (8) players, the 9th position is no longer considered an automatic out. The batting order continues.
- E. The league has a continuous batting order. All players present at the start of the game must be put in the batting order. If a player shows up after the game starts, that player must be put at the bottom of the batting order unless the team has gone through their line-up.
- F. Every player must play two (2) innings in the field. Refer to Chapter 4 Section J for exceptions to this rule.
- G. Base distances will be 70 feet. The pitcher's mound will be 50 feet. Distances are subject to change at league discretion.
- H. An offensive inning will consist of three (3) outs (the five-run rule applies in this division). For the first four (4) innings of every game, the offensive team is limited to five (5) runs per inning. An exception to this rule is when three runners are on base, four (4) runs have already been scored, and the batter gets a hit. For this hit, play will continue until time is called. Any amount of runs that scored on this continuous play will count, even if the run total for the inning exceeds five (5) runs. The inning will then end for the offensive team.
- I. The infield fly rule (umpire's judgment) will be in effect, and the dropped third strike rule is also in effect. An infield fly is a fair fly ball (not including a line drive or an attempted bunt) that can be caught by an infielder (or an outfielder who attempts to make the catch) with ordinary effort provided that there are less than two (2) outs and with runners at 1st and 2nd base or all bases are occupied. The dropped third strike rule is in effect when there are less than two (2) outs and first base is unoccupied.
With two outs, the catcher drops the third strike, that batter has the opportunity to advance to first base and must be tagged or thrown out to make the third out, base can be occupied. If the batter does not attempt to run, then the batter is called out on three strikes. Players must tag up before advancing.
- J. Play will be stopped and time called by the umpire when the umpire feels that the base runners have given up the attempt to advance to the next base and an infielder has possession of the ball. This is entirely up to the umpire's discretion.
- K. Protective cup and throat guards are required to be worn by the catcher. It is highly recommended that all other players wear a protective cup. Yes, they make female cups also.
- L. Sliding is permitted. Refer to Chapter 4 Section P regarding head-first sliding.
- M. ~~No lead-offs are permitted until date selected by league officials. After selected date, lead-offs are permitted (body length only).~~ Runners can advance once the ball passes home plate. **This rule may be revised during the season after a meeting of Little F coaches and the Commissioner.**

- N. If a player leaves the game due to a serious illness or injury; that player cannot return to the game and will not be considered an out. If the team started the game with eight (8) players and now has seven (7) players, the team must forfeit the game.
- O. If a player throws a bat or helmet, the team will get a warning. After this warning, any player on the team who throws a bat will be called out. The definition of a thrown bat is left to the umpires' judgment.
- P. A pitcher is allowed to pitch for a maximum of four (4) innings per game. One pitch constitutes an inning. If pitcher has not pitched four (4) innings and the head coach wants the pitcher to pitch later in the game, said pitcher must remain in the field of play. If the pitcher is sent to the bench, once the pitcher is removed, the pitcher may not reenter to pitch again.
- Q. No malicious contact (i.e. slide or give up is in effect). No running over the catcher is permitted. If the catcher has the ball in his possession, a runner must either slide or give up. For example, when the catcher has possession of the ball, and a runner is running from third base to home plate, the runner must either slide into the plate or give up. No runner is allowed to bowl over or hit the catcher in an attempt to knock the ball loose. The umpire will have discretion to decide if any contact between the runner and catcher is incidental or purposeful on the part of the runner.
- R. Intentional walks are permitted. The pitcher or head coach must inform the umpire of the intentional walk. No pitch is necessary; however, for innings pitched purposes, an intentional walk will be considered a pitch thrown.
- S. If a pitcher hits three (3) batters in one (1) inning, the pitcher must be removed from the pitching position, but must remain in the game (if the player has not completed two (2) innings of play).
- T. Bunting is allowed.
- U. Standings will be kept according to wins and losses.
- V. If there is no umpire to start the game, either head coach must call the Division Commissioner or League Scheduler to secure an umpire. If no umpire is secured, a scrimmage must be played between the two (2) teams. The length of the scrimmage is to be determined by the amount of time available to play. With no umpire, the game is not an official game and needs to be rescheduled.

Chapter 9: Big F Division

The following are specific division rules for Division III that enhance and do not supersede the general rules. Ohio High School Athletic Association (OHSAA) rules apply when not addressed by the general rules or specific division rules.

Games will have a two (2) hour and fifteen (15) minute time limit. **Play Off and Championship games will play until completed.**

- A. All games will start at the scheduled time. All teams will be given a fifteen (15) minute grace period to field at least eight (8) players. If a team cannot field the minimum amount of players in this time, a forfeit will be declared.
- B. Division III games will be seven (7) innings long with the following exceptions:
1. A game is tied after seven (7) complete innings are played. In this instance, two (2) additional innings will be added, the second inning if needed, to break the tie. If the game is still tied, the game will be continued at a later date from the point the game was stopped.
 2. The run differential between teams is fifteen (15) runs or more after three (3) innings (2 ½ if the home team is winning) or more than ten (10) runs after 5 innings (4 ½ innings if the home team is winning).
 3. The game is shortened due to weather, darkness, etc. The umpire and/or a league board member will determine this. The following guidelines will be used if a game is stopped due to weather.
 - a. A Division III game will become an official game when four (4) innings are completed.
 - b. If a game is stopped due to weather, the following will apply:
 - 1) If the game is stopped in the 1st-4th innings, the game will be rescheduled from the beginning of the game.
 - 2) If the game is stopped in the fifth inning, then the following will occur:
 - a) If the visiting team is still batting in the top of the 4th inning, the game will be rescheduled from the beginning.
 - b) If the visiting or the home team has completed batting in the 4th inning and the game is tied, the game will be rescheduled from the beginning.
 - c) If the visiting team has completed batting at the top of the 4th inning and is ahead in the score, the game will be rescheduled from the beginning.
 - d) If the visiting team has completed batting at the top of the 4th inning and the home team is ahead in the score, the home team will be declared the winner.
 - e) If the game has gone longer than the 4th inning and the visiting team has just completed batting at the top of the inning, the game will revert to the last legal inning and the score at the end of that last full inning. The team with the most points at the end of the last legal/full inning will be declared the winner. If the score is tied at the end of the last legal/full inning, the game will be rescheduled from the beginning.
- C. A defensive team will consist of nine (9) players on the field, but not less than eight (8).

- D. A team must have eight (8) players at the start of the game to avoid a forfeit.
1. If a team is playing with only eight (8) players and one player leaves the game for any reason (injury, illness, ejection, etc.), that team will automatically forfeit the game.
 2. If a team is playing with eight (8) players, the 9th position is no longer considered an automatic out. The batting order continues.
- E. The league has a continuous batting order. All players present at the start of the game must be put in the batting order. . If a player shows up after the game starts, that player must be put at the bottom of the batting order unless the team has gone through their line-up.
- F. Base distances will be 90 feet. The pitcher's mound will be 60 feet 6 inches; subject to change.
- G. An offensive inning will consist of three (3) outs (the five-run rule no longer applies in this division).
- H. The infield fly rule (umpire's judgment) will be in effect. Players must tag up before advancing. An infield fly is a fair fly ball (not including a line drive or an attempted bunt) that can be caught by an infielder (or an outfielder who attempts to make the catch) with ordinary effort provided that there are less than two (2) outs and with runners at 1st and 2nd base or all bases are occupied.
- I. Play will be stopped and time called by the umpire when the umpire feels that the base runners have given up the attempt to advance to the next base and an infielder has possession of the ball. This is entirely up to the umpire's discretion.
- J. Protective cup and throat guards are required to be worn by the catcher. It is highly recommended that all other players wear a protective cup. Yes, they make female cups also.
- K. Sliding is permitted including head first sliding.
- L. Lead-offs and stealing are permitted. Runners can advance on a passed ball. The catcher must hold onto the third strike.
- M. If a player leaves the game due to a serious illness or injury; that player cannot return to the game and will not be considered an out. If the team started the game with eight (8) players and now has seven (7) players, the team must forfeit the game.
- N. If a player throws a bat or helmet, the team will get a warning. After this warning, any player on the team who throws a bat will be called out. The definition of a thrown bat is left to the umpires' judgment.
- O. **No Player may pitch more than 10 total innings within a period of two (2) consecutive days. When a player appears as a pitcher on two consecutive days as a pitcher, he/she may not pitch the third consecutive day. Violation of this rule will incur a forfeiture of the game and a 3 game suspension for the head coach.** The throwing of one pitch constitutes an inning. If pitcher has not pitched four (4) innings and the head coach wants the

pitcher to pitch later in the game, said pitcher must remain in the field of play. If the pitcher is sent to the bench, once the pitcher is removed, the pitcher may not reenter to pitch again.

- P. If a pitcher hits three (3) batters in one (1) inning, the pitcher must be removed from the pitching position, but must remain in the game (if the player has not completed two (2) innings of play.
- Q. No malicious contact (i.e. slide or give up is in effect). No running over the catcher is permitted. If the catcher has the ball in his possession, a runner must either slide or give up. For example, when the catcher has possession of the ball, and a runner is running from third base to home plate, the runner must either slide into the plate or give up. No runner is allowed to bowl over or hit the catcher in an attempt to knock the ball loose. The umpire will have discretion to decide if any contact between the runner and catcher is incidental or purposeful on the part of the runner.
- R. Intentional walks are permitted. The pitcher or head coach must inform the umpire of the intentional walk. No pitch is necessary; however, for innings pitched purposes, an intentional walk will be considered a pitch thrown.
- S. Bunting is allowed. Head first sliding is allowed in this division.
- T. Standings will be kept according to wins and losses.
- U. If there is no umpire to start the game, either head coach must call the Division Commissioner or the League Scheduler to secure an umpire. If no umpire is secured, a scrimmage must be played between the two (2) teams. The length of the scrimmage is to be determined by the amount of time available to play. With no umpire, the game is not an official game and needs to be rescheduled.
- V. Practices will be mandatory for all players to attend. Playing time during a game will be affected by a player not attending scheduled practices. In the event a player does not attend any practices, the coach is to notify his/her commissioner. If the commissioner finds no just cause as to the player not showing up for practice, the player will be benched. The following are exceptions; however, parents/guardians need to communicate with their coach any scheduling conflicts such as
1. After-school activities
 2. Other sports commitments
 3. Vacations
 4. Any personal family issues

Chapter 10: Coaches' Responsibilities

The following guidelines are listed to help coaches understand their responsibilities in running their teams, promoting good sportsmanship, and promoting the league as a fun, safe league.

- A. The league understands that being a coach is hard work and would like to thank each and every person who donates his or her time and efforts to the league. Together, we can make OBALL one of the best leagues in the city.
- B. Coaches have the responsibility to teach every player on their team honesty and good sportsmanship both on and off the field. The best ways to teach these values are by example. Children are very observant of adult behavior and will mimic that behavior. Set a good example.
- C. Coaches have the responsibility to teach every player on the team how to play the game and how to play the game to the best of their abilities.
- D. Coaches have the responsibility to include every player in practices, games, team, and league activities. Every child, regardless of his/her ability, deserves to receive the same amount of instruction and attention as every other player.
- E. Coaches have the responsibility to inform every player on the team when practices are scheduled, when games are scheduled, and when other team or league events are scheduled (team/league picnics, picture day, etc.). This is a moral and legal responsibility dictated by the City of Cleveland and State of Ohio anti-discrimination laws. You could be sued. Notify any league board member if you cannot contact a child for any event after three (3) attempts. The board will document this for you.
- F. The head coach has the responsibility to have a replacement to run practices and coach games if the head coach is not available. The league allows the head coach to pick five (5) official assistant coaches for such occurrences.
- G. Coaches have the responsibility to sign for and maintain in good order all league-supplied equipment. If any equipment becomes lost or damaged, the coach must notify the league immediately so that the equipment can be replaced. This is a safety issue.
- H. Coaches have the responsibility to maintain all records and paperwork that the league requires.
- I. Coaches have the responsibility to conduct all activities in a safe and timely manner. Safety is a priority.
- J. Coaches have the responsibility to be courteous to all players, parents, and umpires. Again, example is the best way to receive courtesy back. Coaches have the responsibility to keep all players and parents informed of the league rules. When people understand the rules, they are less likely to argue.

- K. The Division Commissioners are available for assistance. Please contact your Division Commissioner immediately if you have any problems, concerns, suggestions, or questions. If you feel you have not been treated correctly in dealing with a board member, please contact another board member and let that person know you have not been treated correctly. Division Commissioners are expected to be courteous and helpful to everyone in the league. This is mutual respect.
- L. Practices will be mandatory for all players to attend. The coach is to notify his/her commissioner about any player not showing up for practice. If the commissioner finds no just cause as to the player not showing up for practice, the player will be benched. The following are exceptions; however, parents/guardians need to communicate with their coach any scheduling conflicts such as
1. After-school activities
 2. Other sports commitments
 3. Vacations
 4. Any personal family issues
- M. Each team is responsible for cleaning up their bench area after practices and games. Head coaches will be given garbage bags to keep in their equipment bag.
- N. Per Greater Cleveland Umpire Association Rules, if an assistant coach is ejected from the game and confined to the bench, the Head Coach must accompany the ejected assistant and remain on the bench.
- O. Please refer to the general rules for further information.

Chapter 11: Board Members

Jim Konczos	League Director
Brandy Taylor	League Director, Tball Commissioner
Laurie Konczos	Board Member, Secretary/Treasurer
Tony Latessa	Board Member, Little F & Big F Commissioner
Anthony Minite	Board Member, Scores/Statistics
Alex Sanders	Board Member, Facebook Coordinator
Josh McCreight	Board Member, Pee Wee Commissioner
Becky Derwis-Brake	Board Member
Christina Minite	Board Member
Vanessa Dix	Board Member
Desiree Miller	Board Member
Lynette Schweiger	Board Member
Colleen Savetski	Board Member
Amber Moore	Board Member
Ben Hackney	Board Member
Butch Cannon	Board Member
Michelle Phillips	Board Member

Appendix A: Coaches Code of Conduct Pledge

I hereby pledge to live up to the standards of a coach that were set by the Old Brooklyn Area Little League by following this Coaches Code of Conduct Pledge. All coaches will be held accountable to this pledge.

- ✓ I will place the emotional and physical well being of my players ahead of any personal desire to win.
- ✓ I will remember to treat each player as an individual, remembering the large spread of emotional and physical development for the same age group.
- ✓ I will do my very best to provide a safe playing situation for my players.
- ✓ I will promise to review and practice the necessary first-aid principles needed to treat injuries of my players.
- ✓ I will do my best to organize practices that are fun and challenging for all my players.
- ✓ I will lead, by example, in demonstrating fair play and sportsmanship to all my players.
- ✓ I will insure that I am knowledgeable in the rules of each sport that I coach, and I will teach these rules to my players.
- ✓ I will use coaching techniques appropriate for each of the skills that I teach.
- ✓ I will remember that I am a youth coach, and the game is for children, not adults.
- ✓ I agree to umpire a minimum of three (3) T-Ball or three (3) Pee-Wee games (or a combination of the two divisions). I will ask my assistant coaches to assist me in umpiring the games.
- ✓ I understand that in the interest of the children and the league, the commissioner of my division and/or the OBALL board reserves the right to question my teaching strategies and, if necessary, ask me to give up my coaching position.

Appendix B: Parents Code of Ethics Pledge

I hereby pledge to provide positive support, care, and encouragement for my child participating in youth sports by following this Parents Code of Ethics Pledge. All parents/guardians will be held accountable to this pledge.

- ✓ I will encourage good sportsmanship by demonstrating positive support for all players at every game, practice or other sports events.
- ✓ I will place the emotional and physical well-being of my child ahead of my own desire to win to provide a positive, enjoyable experience for all.
- ✓ I understand I have the right to move my child up one division after playing two years in a particular division. Once a player is moved up, that player cannot move back down.
- ✓ I will insist that my child play in a safe and healthy environment.
- ✓ I will provide support for coaches and officials working with my child to provide a positive, enjoyable experience for all.
- ✓ I will make every effort to take my child to every scheduled practice or discuss with my child's coach the reasons my child cannot attend.
- ✓ I will demand a drug, alcohol, and tobacco-free sports environment for my child and agree to assist by refraining from their use at all youth sports events.
- ✓ I will remember that the game is for children, not adults.
- ✓ I will do my best to make youth sports fun for my child.
- ✓ I will ask my child to treat other players, coaches, fans and officials with respect regardless of race, sex, creed or ability.
- ✓ I will promise to help my child enjoy the youth sports experience within my personal constraints by assisting with coaching, being a respectful fan, and providing transportation; whatever I am capable of doing.
- ✓ I will require that my child's coach be trained in the responsibilities of being a youth sports coach and that the coach agrees to the youth sports Coaches Code of Conduct Pledge.
- ✓ I will be responsible for the behavior of friends and family that attends my child's game.
- ✓ I understand once uniforms are ordered and baseball tickets are purchased, I will not be reimbursed any fees.

Appendix C: Official NFHS Umpire Signals



A. Do Not Pitch



B. Play Ball



C. Time-Out, Foul Ball or Dead Ball



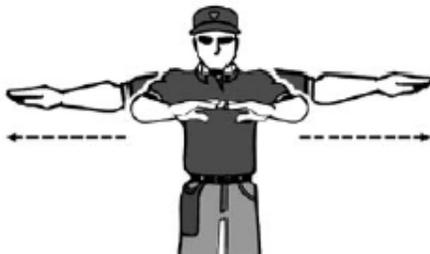
D. Delayed Dead Ball



E. Strike or Out



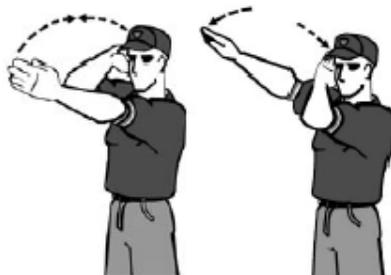
F. Infield Fly



G. Safe



H. Fair Ball



I. Foul Tip



J. Count



K. Time Play