

OK Hardball Rules

T-Ball Division

GENERAL RULES:

- Games will be three (3) innings in duration.
- If there is a **TORNADO WATCH** or **WARNING** at 5:00 p.m. on game day, **ALL GAMES ARE CANCELED**. In the case of other inclement weather, the respective OK Hardball Area Representative will make the decision to call the game prior to game time. If the field is unplayable the coaches can cancel the game at the field. If the game is canceled the coaches shall contact their respective OK Hardball Area Representative for a reschedule of the game. Every effort will be made to make up any cancelled games.
- The home team must supply the tee, game ball and bases. Two (2) bases will be used at 1st base; one base will be used for offense, the other for defense.
- A half inning shall be considered when the complete roster (in attendance) has batted.
- **Time Limit** – 60 minutes – no new inning will be started after the time limit.

OFFENSE RULES:

- All players must bat, and follow, the batting-order exchanged between coaches prior to the start of the game. There shall be no deviation from the lineup except for late arrival players who shall be added at the end of the batting lineup.
- There may be an offensive base coach positioned at first and third base, outside the foul line. A third (3) offensive coach may be permitted to help the batters at home plate.
- Batters and base runners must wear protective helmets.
- A batter is allowed a maximum of six (6) swings to put the ball in fair play. After (6) swings, the batter is out.
- A ball must travel further than six (6) feet from home plate, and be in fair territory, to be considered a live ball. If the ball is fielded within the six (6) foot radius of home, it will be considered a live ball.
- There is no leading off for base runners. Base runners may not advance to the next base until the ball has been hit.
- Infield hits: All runners will be limited to advancing one (1) base.
- Outfield hits: All runners will be limited to advancing two (2) bases.
- The tee must be removed when a runner is advancing to home plate.
- Runners may not advance any bases on an over throw.
- If a runner is thrown out/forced out, he/she must leave the field.
- No bunting.

DEFENSE RULES:

- Two (2) defensive coaches are allowed on the field with their team. These coaches must locate themselves behind the infielders and may not physically assist a defensive player on the field or interfere with offensive base runner(s).
- Every player will participate in defense for a minimum of two (2) full innings, per game.
- A defensive player may only play the same position one (1) inning.
- For players' safety, the catcher must wear a helmet and stand by the backstop screen until the ball is in play. The infielders must stand clear of the base paths.
- Every attempt **MUST** be made by coaches to have their players on the field and playing their positions correctly. The pitcher must have one foot on the rubber until the ball is hit. The outfielders must have both their feet in the outfield grass until the ball is hit.
- A defense will play with a maximum of ten (10) players on the field at one time. This shall be considered six (6) infielders and four (4) outfielders.

BLOOD RULE: Applies to any player, coach, umpire, or official who is bleeding, or found to have fresh blood visible on his/her uniform or person. If at any time an umpire, coach, or official sees blood on the uniform or body of a player, coach, umpire, or official, the game shall be stopped, and an adult should treat the wound by cleaning and covering the area. If a uniform has fresh blood visible, that uniform part shall be exchanged for a non-contaminated clothing article part. If no uniform replacement is available, any clothing article may be substituted. There shall be no violation for wrong color. The bleeding must be stopped completely, and covered, before the player can re-enter the game. An injured player will be given ample time for treatment and clothing exchange. If the umpire decides the delay is too long, the game will resume with a substitute player. Once the injured player has finished receiving treatment and/or uniform exchange that player will be allowed to immediately re-enter the game.

In case of serious injury involving unconsciousness or suspected fracture, comfort the injured person, maintain the integrity of the injury, and follow your area's guidelines for contacting trained assistance. Do not move the injured person and do not allow this person to re-enter the game.

In the case of injury, coaches are required to contact their OK Hardball Area Representative within 24 hours of the injury and the Accident/Injury report shall be submitted to the league area promptly thereafter.

THE OK Hardball AREAS WILL ACCEPT NO RESPONSIBILITY FOR PAYMENT OF TRANSPORT SERVICES SUCH AS AMBULANCES.

UNSPORTSMAN LIKE CONDUCT, shall be defined as follows; Any conduct, physical or verbal, displayed by any player or coach, and directed at any other player, coach, umpire, or spectator, which is unbecoming to the integrity of good sportsmanship and the spirit of fair play as has become the practice of the OK Hardball League, shall be considered Unsportsmanlike Conduct.

Any player or coach displaying unsportsmanlike conduct during a game, or while representing the OK Hardball League, shall be immediately dismissed from the game in progress. The umpire will enforce this rule. The incident of unsportsman like conduct will be reported to your OK Hardball Area Representative promptly, for review for any further follow-up actions.

Any player or coach, having exhibited unsportsmanlike conduct shall not be allowed to participate in any further games or practices until approved by the OK Hardball Executive Board. The OK Hardball Executive Board consists of all OK Hardball Area Representatives. The OK Hardball Executive Board will convene promptly to review the matter. After a decision has been reached by the OK Hardball Executive Board, and that decision results in additional actions of discipline, the affected person, or a parent of the affected person, may protest the decision with a verbal appeal to the President of the League. This verbal appeal must be transmitted to the League within 48 hours of the League decision. If the OK Hardball Executive Board decision is of no additional discipline the affected player may participate in his/her next regularly scheduled game.

*****COACHES ARE ENCOURAGED TO HAVE TEAM MEMBERS PICK UP ANY TRASH AFTER ON THE FIELD OR AROUND THE BENCHES AFTER THE GAME.*****