

## THE BASICS

- NO sunflower seeds, chewing gum, tobacco, or alcohol products.
- NO bikes, hoover boards, scooters, roller blades, skateboards, etc.
- NO metal spiked shoes of any kind allowed on the turf.

## AGE REQUIREMENTS

- For the 10U division, a child must not turn eleven (11) prior to January 1, of the current calendar year.
- In the event a player's age is disputed, the player's parent or legal guardian will be required to present a birth certificate to the Kids, Incorporated office before the next date of play. Failure to do so will result in forfeiture of any games in which the player was listed on the roster.

## MISCELLANEOUS

- Elk City Draft coaches may pick one assistant coach prior to the player draw.
  - Only the coach's children are allowed to be automatic players on the team prior to the draw.
- For insurance reasons, the dugouts are restricted to current team players and coaches with completed, up to date background checks. Absolutely no others will be allowed in the dugouts.
- If your team roster does not follow OK KIDS team formation rules, you will not be allowed to play in the regional qualifier tournament.

## REQUIRED EQUIPMENT

- A batting helmet with ear protection is required for all batters.
- The catcher must also wear protective head and body gear at all times on the field.
- Bats can be a maximum of 33' in length and 33 oz in weight, with a maximum of -13.5 differential.
- The Easton Hype Fire -5 (drop 5) bat will not be permitted in any age division

## THE FIELD

- The pitching rubber will be set at 46' from home plate.

## THE GAME

- All rules for OK Kids baseball will be used with the following exceptions:
  - All league games will consist of 5 innings, time limit (70 min), or the run rule. A timer will be used to keep the time and will be started by the umpire in charge of the game.
    - No new inning after 65 minutes.
    - Each game will last until all innings are played, or the designated time has expired or the run rule has been met.
  - Run Rule
    - 10 after 3
    - 8 after 4
  - The team must have seven (7) players to start the game (league play only). If a team loses a player to injury or illness during the course of the game, his position in the batting order will remain the same in the event he may return to the game.
- Only one (1) defensive coach will be allowed on the field at a time and must stay within five (5) feet of the dugout.

## **BATTING**

- In the Pee Wee division the batter must not advance to first base when the catcher misses or drops the third strike but the other runners may advance at their own risk.

## **DEFENSE**

- Pee Wee teams will play with 9 players on defense.
- Defensive players removed from the game by the manager/coach may re-enter the game at any time, however, every attempt should be made to make these substitutions at the end of each inning. (LEAGUE PLAY ONLY)
- All players will remain in the batting order in the same order as when the game begins. There is no limit on the number of times a player may be removed and re-enter on defense.

## **PITCHING**

- The pitch count is based on pitches (legal and illegal) thrown in a game to a batter during a time at bat. Mandated rest for the pitcher from pitching is based on the pitch count chart below:
  - 0-35: No Rest
  - 36-50: 1 Calendar Day Rest
  - 51-75: 2 Calendar Days Rest
  - 76-100: 3 Calendar Days Rest
  - 100+: 4 Calendar Days Rest
- The starting time of games does not impact the calculation of when a pitcher is eligible to pitch again.
- No pitcher may begin a new inning or make entry to an innine as a pitcher that has exceeded 120 pitches.
- No pitcher that exceeds 75 pitches in the first game of the day shall appear as a pitcher in any subsequent game that same day.
- The use of an ineligible pitcher, one who has violated these rules, shall result in forfeiture of the game in which the ineligible pitcher participated as a pitcher.
- There will be no relaxation of the pitching rule.

## **CODE OF CONDUCT**

- The Code of Conduct applies to parents, coaches/volunteers, spectators, parents, contracted employees, officials, and professional staff.
- Profane, obscene, abusive, degrading/threatening language, gestures and/or taunting in the presence of anyone attending a Kids, Incorporated event is prohibited.
- Do not handle a child/participant in an aggressive or abusive manner.
- Any act of violence is prohibited.
- Accept the decision of the game officials as being fair and called to the best of their ability.
- Do not knowingly permit an ineligible player to play in any game.
- Please use good sportsmanship.
- The use of drugs, alcohol, vaping, or tobacco in any form is not permitted while attending any Kids, Incorporated event.
- No firearms or weapons will be permitted at any Kids, Incorporated event.

**AT ANY TIME, AT THE SOLE DISCRETION OF KIDS, INCORPORATED, VIOLATION OF THE CODE OF CONDUCT IS SUBJECT TO SUSPENSION OR EXPULSION FROM OUR PROGRAM.**

## **CONCUSSION PROTOCOL**

Our commercial insurance carrier requires us to have a concussion protocol in place should an injury ever occur where a concussion is suspected or even a remote possibility. Here is our policy:

In the event that an injury occurs during a Kids, Incorporated sponsored activity, and where a possible head injury is involved, the Kids, Incorporated office should be notified immediately. Generally, our paid officials will contact our office should an event of this nature occur.

Kids, Incorporated will require a "Permission To Return" document from a licensed, medically-trained professional, before allowing the player to participate in future scheduled activities.

If you have any questions about this policy, please contact our office at 580-374-4332.