

## 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 girls T-Ball division, a child must be 4 years of age as of January 1st of the current calendar year and must not turn seven (7) prior to January 1st 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 T-Ball coaches may pick one (1) assistant coach prior to the player draw.
  - Only the coach's children are 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 a completed, up to date background check. Absolutely no others will be allowed in the dugouts.
- All rosters will have to be approved by the Elk City Softball Board.
- 6U Division is NOT sanctioned with OK Kids.

## REQUIRED EQUIPMENT

- A batting helmet with a facemask is required for all batters and the catcher.
- Facemasks or batting helmets with a facemask are required for infield positions.

## THE FIELD

- The pitching rubber will be set at 35' from home plate.
- A line or arc is to be placed 15' in front of home plate from the 1st and 3rd base foul lines to designate a dead ball area. A batted ball must go beyond this area to be a fair ball.

## THE GAME

- All rules for OK Kids Softball will be used with the following exceptions:
  - Softball T-Ball will use the 10" ball.
  - The ball and batting tee will be provided by the league for all league and tournament play.
  - All teams must use the ball and tee provided by the league during all league and tournament games.

## THE GAME CONT.

- All league games will consist of 5 innings, time limit (55 minutes) or the run rule.
  - Tournament Play
    - No new inning after 50 minutes. A timer will be used to keep that time and will be started by the umpire in charge of the game.
    - The game will conclude at the end of the 55-minute time limit.
    - Scores will be kept during tournament play.
    - You can start the game with 8 players, but you will have to take an automatic out for batters #9 and #10.
  - League Play
    - Score will be kept.
    - No new inning after 50 minutes. A timer will be used to keep the time and will be started by the umpire in charge of the game.
    - You need a minimum of 8 players to start the game with no automatic outs.
    - A team MUST bat all players on the roster.
  - Run Rule
    - 13 after 3
    - 7 after 4
- League and Tournament Play
  - Each half inning will be played until there are three outs or the team batting has scored six runs.
  - In the event of an injured player, the timer will be stopped and started again when play resumes.
  - All players must be in the regular batting order, but only 10 players will play defense at a time.
  - Free substitutions for the defensive players will be allowed.
  - Only two (2) defensive coaches will be allowed on the field at a time and must stay behind the baseline.
  - The ball remains in play until the umpire calls time out.
    - Time will be called when the lead runner stops advancing, or there is an overthrow resulting in a dead ball. (all other runners will be sent to the nearest base at the time the umpire stops play).
  - Any defensive coach on the field must not impede the play of the game. If a defensive coach on the field interferes, intentionally or unintentionally, with a player attempting to make a play on the batted down ball (regardless whether fair or foul), then the batter is awarded a single and will be placed at first base, and runners will advance one base from where they were at the time of the pitch. If it was a thrown ball, the runner(s) will be awarded the nearest base, plus one (treated as if the ball was thrown into the dead ball area).

## **BATTING**

- A team will bat in each inning until (6) six runs have been scored or three outs have been made, whichever comes first.
- The coach of the batting team will place the ball on the batting tee for each batter, and adjust the batting tee if needed.
  - The coach may not touch any live ball.
  - The coach at home plate must not coach any base runners, just the batter.
  - In the event a coach touches a live ball, the batter will be called out and the runners may not advance.
- Each batter will be given five swings to hit a ball into fair, live ball territory.
  - If the batter does not hit a ball into fair, live ball territory, in one of her five swings, she will be declared out.
- All foul balls by the batter must be hit higher than the batter's head and must be caught by the defense before hitting the fence or the ground to be considered an out.
- A foul ball on the last swing will be an out.
- Any ball hit from the tee is in play until the umpire calls "Dead Ball" or "Time".
  - The ball remains live until the umpire calls "Dead Ball" or "Time".
- No baseball bats may be used, only softball bats.
- Facemasks are required on ALL batting helmets for ALL age divisions.
- Batting out of order:
  - Batters batting out of turn will be an automatic out if appealed by the defensive team before the first swing of the next batter.
    - All runners advancing on a hit ball, by the person out of turn, will return to their original base.
    - Any runners thrown out will remain out.
    - If it is discovered while the girl is batting, the correct batter will come to the plate and will be given the remaining number of swings for the at bat.
- A runner must stay in contact with the base until the ball is hit by the batter.
- Any regular roster player arriving late to the game will be added to the bottom of the batting order, and can start play immediately.
- Any player that throws a bat after swinging at the ball will be issued a warning. Any second or third warning during the course of the game will result in an "out" for the particular batter. Any batter that throws a bat and declared out twice will not be permitted to bat again in the same game.

## **FIELDING**

- Teams may have 10 defensive players on the field.
- For safety precautions, all infielders must remain no more than five feet (5') forward of the baseline, prior to the ball being hit by the batter.
- The player/pitcher must be in contact with the pitching rubber until the ball is hit by the batter.
- All outfielders must be at least fifteen feet (15') behind the baseline until the batter hits the ball.
- Base runners will not be allowed to advance on an overthrow to first base.

## **FIELDING CONT.**

- A throw to first base that is not caught and goes into foul ball territory will be considered a “dead ball” and all runners will go to the nearest base; an overthrow to any other base is considered a “live ball” and base runners may advance. A runner that is past the half-way line between bases when time is called may continue to the next base.

## **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 ALL TIMES AT THE SOLE DISCRETION OF NIDSN 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.