
THE BASICS

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

AGE REQUIREMENTS

- The player must not turn 9 before January 1
- If age is disputed, verification may be required
- If a player is ineligible or not on the official roster, the game will be declared a forfeit. The head coach may face disciplinary action.

MISCELLANEOUS

- Coaches may pick one assistant coach prior to the draft
- Only the coach's children may be protected before the draft
- Dugouts restricted to rostered players + approved coaches
- All coaches must have completed background checks
- Teams not following OK Kids formation rules are ineligible for tournament play

EQUIPMENT

- Helmet required
- The catcher must wear full gear
- No skull cap helmets allowed
- 9" baseball

THE FIELD

- Pitching rubber: 42ft

GAME PLAY

- LEAGUE PLAY
 - A5 innings or 60-minute time limit
 - No new inning after 55 minutes
 - Games end when time expires, or the run rule is met
 - Run Rule:
 - 13 after 3
 - 7 after 4
 - 8 players required to start

BATTING

- All players bat
- No advancement on dropped 3rd strike
- No fake bunting (penalty: dead ball, batter out)
- Bunting allowed (foul on 3rd strike = out)

DEFENSE

- 10 players on the field
- Free defensive substitutions (batting order stays the same)
- Infield: max 5 ft in front of baseline
- Outfield: at least 15 ft behind baseline

PITCHING (Coach Pitch)

- 5 pitches or 3 swings
- No walks
- If the 5th pitch is fouled, the batter continues
- The player/pitcher must start even with the coach
- The coach must keep one foot on the rubber when pitching
- Any illegal pitch = strike; dead ball; no runners advance
- If batter does not put ball in play on 5th pitch → out
- The pitching coach must exit fair territory after the ball is hit and/or avoid contact

*Penalties: Runners return to the base they occupied as if it were a foul ball. Being hit by a thrown ball is the same penalty. Interfering with a player attempting to make a play results in the batter being out, and no runner advances.

CODE OF CONDUCT

- Applies to players, coaches, parents, and spectators
- No abusive language, threats, or taunting
- No aggressive behavior toward participants or officials
- Respect all game officials and decisions
- Do not allow ineligible players to participate
- No alcohol, drugs, vaping, or tobacco
- No firearms or weapons
- Violations may result in suspension or removal from the program