

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 T-Ball division, a child must be 4 years of age as of Dec 31st of the previous 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 Draft Coach Pitch 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 headgear at all times on the field.
- A 9" soft t-ball will be used.

The Game

- All rules for OK Kids baseball will be used with the following exceptions:
 - 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.
 - All league games will consist of 5 innings, time limit (55min), or 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 not be kept in league play.
 - 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 (3) outs or the team batting has scored six (6) 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).**

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 (5) 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 their five swings, they 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".
- 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 child is batting, the correct batter will come to the plate and will be given the remaining number of swings for the at bat.
 - Example: If the batter batting out of order has taken two swings during the at bat, and it is discovered he is out of order, then the correct batter will

come to the plate and be given the remaining three swings to complete 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.
- 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 halfway line between bases when time is called may continue to the next base.

Conduct

Unsportsmanlike conduct will not be permitted on or off the field. Unsportsmanlike conduct by any coach, player, or spectator will result in ejection from the complex as determined by officials for the benefit of the complex and its guests. Any person ejected from a game or directed by any complex official to leave the complex who refuses to do so may be prosecuted for trespassing.

A complex official, including Kids, Incorporated staff (or designated representatives) along with our umpires, have the authority to eject any unsportsmanlike person from the complex. In the event the ejected party refuses to follow instructions and leave the complex, as instructed, after a second warning to leave has been issued, the complex official will forfeit the game and award the win to the opposing team.

It is the desire of Kids, Incorporated to always allow parents, players, coaches, and other fans to enjoy the games. With this in mind, ejecting a person from the game or complex is not our first choice. However, if removing the party from the complex will be in the best interest of the complex and its guests, such actions will be taken. Verbal or physical abuse of coaches, players, fans, umpires, or complex officials will not be permitted.

Thank you for your participation and commitment to the youth of our community. Please help us keep the parks clean. Be sure to pick up your trash and clean the dugouts after your game.

Thank you and have a GREAT SEASON!