

PHILOSOPHY:

The Ozark Youth Sports League is founded on the idea of sportsmanship, fair play, and that all players are equal in opportunity to play. This lends itself to certain guarantees.

1. No child shall be denied the opportunity to play regardless of sex, creed or nationality.
2. No child shall be denied the chance to play if a team has an open slot on a roster in the town the child plays in and the slot is in the age division the child is eligible for.
 - a. A full roster is 15 players in softball and 12 players in baseball.
 - b. Bumping up to an older division is not permitted without the approval of the OYSL town presidents.
 - c. There will be no tryouts to be eligible to play in the Ozark Youth Sports League.
3. Opportunity to play may be negated by the following conditions:
 - a. Not paying registration fees if capable of doing so.
 - b. By trying to register on another team without release from his/her present team.
 - c. Continual poor sportsmanship.
 - d. Excessive absences from practices and games.
 - e. Playing for another team without consent of present team manager.
 - f. Dual registration: being registered on two teams in the Ozarks Youth Sports League.

THESE RULES SUPERSEDE, AMEND, OR CLARIFY ANY RULES THAT THIS LEAGUE PLAYS UNDER.

DIVISIONS:

GIRLS –

Pixie - Eligible players will be those who are currently enrolled in the 1st and 2nd grade.

Petite - Eligible players will be those who are currently enrolled in the 3rd and 4th grade.

Chic - Eligible players will be those who are currently enrolled in the 5th and 6th grade.

Debutante - Eligible players will be those who are currently enrolled in the 7th and 8th grade.

BOYS –

Pony- Eligible players will be those who are currently enrolled in the 1st and 2nd grade.

Colt- Eligible players will be those who are currently enrolled in the 3rd and 4th grade.

Mustang- Eligible players will be those who are currently enrolled in the 5th and 6th grade.

Pinto- Eligible players will be those who are currently enrolled in the 7th and 8th grade.

PLAYING REGULATIONS:

GIRLS –

<u>Division</u>	<u>Pitching</u>	<u>Bases</u>	<u>Ball Type</u>	<u>Radius</u>
Pixie	27'	45'	10"	4'
Petite	30'	55'	11"	7'
Chic	35'	60'	12"	7'
Debutante	40'	60'	12"	8'

BOYS: -

<u>Division</u>	<u>Pitching</u>	<u>Bases</u>	<u>Ball Type</u>	<u>Radius</u>
Pony	40'	55'	L 85	4'
Colt	45'	60'	L 96	n/a
Mustang	50'	70'	L 96	n/a
Pinto	55'	80'	L 96	n/a

Leather covered balls are required. Beginning with the 2006 season all softball divisions except for the Pixie division will use yellow softballs.

PLAYERS/TEAMS REQUIRED:

1. Pixie, Petite, Pony and Colt divisions must play with 10 players on defense if 10 players are present. There will be no out if the 10th batter is not present.
2. Mustang, Pinto, Chic and Deb divisions will play with 9 players on defense.
3. No team can start a game with less than 8 players.
 - a. If starting the game with 8 players, an out WILL NOT be recorded for the 9th batter's spot.
4. Any time there are less than 3 teams registered in any division by the start of the regular season, it will be declared a non-division.
 - a. A division with 3 teams or less will play each other no more than 3 times. They may be allowed to play the next older division on a scheduled basis.
 - b. The division with less than 3 teams will not be allowed to compete for trophies distributed by this league.
 - c. Divisions with less than 3 teams, their wins and losses will not count against a division with three or more teams, even if scheduled.
5. Each registered player in any division must be permitted to play at least 6 outs on defense and must enter the game no later than the beginning of the 5th inning. This is a protestable rule.

END OF SEASON PLACING:

1. In the event two or more teams have an identical win/loss record at the end of regular season play, the following will apply:
 - a. Only teams tied for 1st will have a play off.
 - b. Home team for the playoffs will be determined by the head to head records against each other only
 - i. number of wins vs. number of losses against each other
 - ii. fewest runs given up against each other only
 - iii. greatest number of runs scored by the teams against each other only
 - iv. fewest runs given up the entire season
 - c. If only 2 teams are tied the team that wins is 1st place, the losing team is 2nd place.
 - d. If 3 teams are tied, the team that loses the 1st round is 3rd place, the team that loses the 2nd round is 2nd and the team that wins the 2nd round is 1st.
 - i. If 2 or more teams are tied for 2nd place the head to head criteria will determine 2nd and 3rd place finishes.
 - ii. If 2 or more teams are tied for 3rd place the head to head criteria will determine the 3rd place finish.

PLAYER ELIGIBILITY:

1. To play players not on your official roster:
 - a. Players cannot be from a team in the same division.
 - b. Players may be used from a lower division only.
 - c. Players from a lower division cannot play the position they start in their own division.
 - d. No more than 2 players can be used from the lower division per game.
 - e. Players outside our league are not eligible to play on any team for any regularly scheduled, rescheduled, postponed, or tournament game.
 - f. Ineligible players will result in a forfeit win for the opposing team for the game in question.
 - g. If a team has the minimum number of players required to start a game players from a lower age division may not be used to play that game.
 - h. If a player(s) are used from a lower age division and the game starts then the rostered players show, the player(s) from lower age division will finish the game.
 - i. Players may play up for 3 games only throughout the current season.

- j. Pixie and Pony Divisions: These teams may use a non-rostered player of their age division or younger from the local league district to substitute if rostered players are unavailable. This is to avoid a forfeit during regular season play.
2. Roster registration of players, coaches and managers:
 - a. Roster registration is to be carried forward on a year to year basis.
 - b. Exceptions will be teams folding, new players, new managers, or new coaches.
 - c. Players to be added on a roster will be done by each town's president and his council.
 - d. The team with the fewest number of players will get first choice and then the pick will alternate on down the line.
 3. Player transfers and late signups:
 - a. Players wishing to transfer to another team after the regular season has started must use the following criteria:
 - i. The manager of the team losing the player must release in writing the player requesting to transfer.
 - ii. The manager of the team receiving the request of a player to transfer must be willing to accept the released player and have a slot on his/her roster to accept the player.
 - iii. The newly released and resigned player will be ineligible for play on the new team for three full days from the release date of the old or original team.
 - iv. Players wishing to sign up as new to a team after the regular season has started must use the following criteria:
 1. No new players can be signed after the mid-season game for the division wishing to sign up the new player.
 2. Must meet age eligibility
 3. Cannot be signed on another team in our league.
 4. Must meet town eligibility.
 5. No player may transfer to another team after the mid-season game.
 4. Any player participation in the OYSL must play in the town in which he/she resides.
 - a. The term town has been expanded to include the school district that the player resides in.
 - b. If there is not a team in the division that the player is eligible for, that player can then play in any town he/she chooses.
 - c. A player cannot be forced to play in an older division.
 - d. A player may be allowed to play in another town provided:
 - i. "b" applies to the player.
 - ii. The coach(es) in the age division involved sign a statement releasing the player from this obligation.
 - iii. All town presidents must vote unanimously in favor of it.
 - iv. THIS IS A PROTESTABLE CALL. Violation of this rule will result in a forfeit win for the opposing team. The violation will affect only the game protested and any that are played at a later date if it involves the same player.

INJURIES:

1. Offensive or defensive player injuries apply to all divisions in baseball and softball.
2. In case of injury and player is removed from the game there will not be an out recorded when it is their turn to bat. However, once they miss their turn at bat one time, they may not return to the game on offense or defense.
3. INTENTIONAL INJURY TO PLAYERS WILL BE A JUDGMENTAL CALL BY THE UMPIRE OR UMPIRES. IF THE INJURY IS THOUGHT TO BE INTENTIONAL THE UMPIRE WILL EJECT THE PLAYER WHO INTENTIONALLY INJURED ANOTHER PLAYER. ON THE SECOND ACT OF INTENTIONAL INJURY BY THE SAME TEAM THE UMPIRE SHALL DECLARE THE OPPOSING TEAM THE WINNER BY THE SCORE OF 1 TO 0. THIS RULE DOES NOT NEGATE THE OBSTRUCTION, INTERFERENCE, OR THE SPORTSMANSHIP RULES.

TIME LIMITS, RAINOUTS, FORFEITS & RE-SCHEDULING GAMES:

1. Two no shows for any one team for any regularly scheduled or rescheduled games shall result in an automatic dismissal from this league for the remainder of the current season.
 - a. No shows are not forfeits and the rules governing forfeits does not apply.
 - b. Violations of this rule will result in the team with the two no shows to have their entire seasons games disregarded whether it is the second game of the season or the last game when the violation occurs.
2. Time limits for regularly scheduled games and rescheduled games.
 - a. There will be a one hour and 45 minute time limit for ALL games (6:30 and 8:30) with no new inning beginning after 1 hour and 35 minutes.
 - b. Tied games at the time limits will be continued until a winner has been declared by the umpire.
 - i. For Pixie and Pony divisions, should the game be tied at end of 7 innings and/or the time limit is reached, the following procedure will be used to determine a winner:
 1. The visiting team will place the player who batted last in the previous inning as a runner on second base.
 2. The "designated pitcher coach" for the team at bat will now be the permanent pitcher.
 3. Each batter will be allowed only three (3) pitches (unless the last pitch is fouled off and earns another pitch).
 4. If, after the three (3) pitches, the batter has not put the ball in play, he shall be called out.
 5. This same procedure is used for the home team in the bottom half of the inning.
 6. Continue this process until a winner is determined at the end of the home team's part of the inning.
 - c. Rules governing 10 run leads are still in effect and can end a game prior to this rule.
 - d. Each game is allowed a maximum of 15 minutes delay from the scheduled start time for weather, field not ready, etc. After the delay the umpire will notify both teams to play ball. If one or both teams are not ready it will be a forfeit win for the other team. Warm-ups are not a reason to delay a games start time nor is not having a batting roster prepared and presented to the opposing team.
 - e. The new inning starts at the end of the previous inning.
 - f. Games that do not complete the 4th inning (due to weather etc.) must be restarted. Once a game finishes the 4th inning it will be played from where it left off.
3. The only time a regularly scheduled game may be rescheduled or postponed is by acts of God or school functions while school is in regular session.
 - a. The host town president will provide 2 dates for possible reschedule.
 - b. The rescheduled game will be played on the home field.
 - c. Violations:
 - i. The visiting team refuses the make-up dates, they forfeit.
 - ii. A no show by either team on the rescheduled date the other team wins by forfeit.
 - iii. A no show by both teams on the rescheduled date is a forfeit for both teams.

UMPIRES:

1. Effective with the 2017 season, umpires positioned behind the plate must be 18 years of age and umpires positioned in the field must be at least 16 years of age.
2. If only one umpire is present to call a game, he/she will position themselves behind home plate to call the game. If two or more umpires are available one umpire will call from behind the home-plate and the others will position themselves on the field of play as not to interfere with play, but in such positions as to make the proper calls.
3. Umpires must wear the proper equipment when umpiring any game. The equipment shall consist of shin guards, chest protector, and face mask.

PROTEST PROCEDURES:

1. All protests go to the current local town president.
2. A game that is being protested must be completed. However, protests on rule violations must be made at the time of the suspected violation. If a violation occurs and no protest is made, the next play negates the violation.
3. If you wish to protest, the following criteria must be followed:
 - a. Notify the umpire and other coach that you are protesting and state the player or rule violation you are protesting.
 - b. Within 2 days you must notify in writing your town president of the violation and provide the following information:
 - i. \$50 fee (refunded only if a violation is found)
 - ii. Alleged Violation
 - iii. Date
 - iv. Team names and managers
 - v. Final Score
 - vi. Inning
 - vii. Position of pertinent players
 - c. The town president will then notify the League Chairperson of a possible violation, and a protest committee will be formed. It is highly advised for the protest committee to have both manager/coaches present to get their input in helping to settle the dispute.
4. Protest on player violations can be made anytime throughout the season.
 - a. If a player eligibility rule violation occurs, the protest must be filed as outlined above, and filed on or before the last day of the regularly scheduled season for that division. If it is the last game of the season, you have two additional days to file.
 - b. If a player violation occurs during the make-up week for a division, the same holds true as above, except that protest must be filed on or before the last day of the scheduled make-up week for that division.

ANY MATTER PERTAINING TO PLAYING OR PLAYERS RULES NOT COVERED SHALL BE LEFT TO THE DISCRETION OF THE OZARK YOUTH SPORTS LEAGUE EXECUTIVE COMMITTEE CONSISTING OF CURRENT TOWN PRESIDENTS AND CHAIRPERSON. THIS BODY WILL EVALUATE, JUDGE, OR RULE ON ANY VIOLATIONS NOT COVERED. THE EXECUTIVE COMMITTEE DECISIONS ARE FINAL AND THERE IS NO APPEAL.

COACHING RULES AND REGULATIONS:

1. It is mandatory for a member from each team to attend the league coaches meeting when one is scheduled.
2. It is mandatory for a member from each team to become a member of the NYSCA. The league will schedule the training for this organization and let the town presidents know in advance when and where it will be held. If no member of the coaching staff is certified that teams games will be forfeited until certification is complete and verified by the town president, or another certified coach takes over. A certified coach must be present at the games and practices at all times.
3. In order for a town to have a vote in the decision making process you must have 5 teams in the league and be a member for 3 consecutive years.

GOVERNING RULES:

Baseball - Local Rules and High School Baseball Rules
Softball - Local Rules and High School Softball Rules

SPECIAL PLAYING REGULATIONS:

1. Catchers shall wear helmets that cover the temples and the ears.
2. All softball players in every division will be required to wear a batting helmet with a facemask.
3. No footwear with metal spikes or cleats will be allowed in Pixie, Petite, Chic, Pony, Colt or Mustang.
 - a. Players found wearing foot wear with metal spikes or cleats will not be allowed to play until the illegal footwear is removed.
 - b. If the player is unwilling to remove the illegal footwear the player will be ejected for the game and his/her position in the batting order will be counted as an out each time his/her rotation occurs.
 - c. The Pinto and Debutante divisions will be allowed to wear metal spikes or cleats.
4. Any pitcher in ALL divisions hitting 3 batters in any one game must be removed from the mound. The player may continue to play at another defensive position and continue to bat.
5. Sliding **feet first** is mandatory on a close play and is at the umpire's discretion. It is considered a close play when:
 - a. The catcher has the glove in his/her glove attempting to tag the runner
 - b. The catcher is attempting to catch the ball at home plate as the runner is coming in
 - c. Failure to slide feet first will result in a warning given to the offending team, with the next offense by the same team resulting in the runner being called out (even if the runner is safe). This is for the safety of all players.
 - d. Intentional failure to slide in a close play is grounds for that player to be ejected, per umpire discretion.
6. Bunting is legal in all divisions following strike rules, i.e. if bunting on 3rd strike and ball goes foul the batter is out.
7. In the Pixie, Petite, Pony and Colt divisions the catcher need not hold the 3rd strike for the batter to be declared out.
 - a. In the Pixie and Pony division, base runners may not advance on dropped 3rd strike.
 - b. In Petite and Colt divisions, base runners may advance at their own risk. Players shall remain in contact with the base until the ball leaves the pitchers hand. They may advance only one base per pitch including home.
8. Base Running:
 - a. A base runner may run the bases as long as the batted ball is in play. The base runner must make contact with each base in order to be called safe. If the base runner does not make contact with the base, the umpire does not call an out. It is the responsibility of the fielding coach to challenge the play. If no such challenge occurs, the play stands after the next pitched ball.
 - b. A base runner may be awarded an extra base if the base is blocked by a fielder, preventing the base runner from advancing.
9. Overthrow Situations:
 - a. In Pixie and Pony divisions:
 - i. In the case of a base overthrow, a runner is awarded the base he/she is advancing to, provided they have rounded the last base.
 - ii. Batter and base runners can only advance on one overthrow (multiple overthrows on the same batted ball do not allow the runners to advance each time).
 - iii. A wild pitch is not an overthrow.
 - iv. All base runners will stop at the base they are advancing to when the pitcher has control of the ball. "Having control of the ball" is defined by the pitcher having position of the ball and is inside the pitcher's circle.
10. Infield fly rule is in effect for all divisions except Pixie and Pony. There is no infield fly rule for the Pixie or Pony divisions.
11. Balks and Illegal Pitches:
 - a. There are no balks/illegal pitches in the Pony, Pixie or Petite Division.
 - b. In the Colt division, an umpire will be allowed to warn a pitcher one time per pitcher per game.
 - c. In the Chic and Debutante divisions, an umpire will be allowed to warn a pitcher one time per pitcher per game.

12. Pitch Counts:

- a. In the Pixie and Pony division, a pitcher is allowed to pitch no more than 12 outs per calendar day.
 - i. After a pitcher has pitched five (5) pitches to a batter without recording the out, a coach (designated before the game begins) shall come in. He/she will inherit the pitch count. The batter is now limited to a maximum of three (3) pitches by the coach. The coach must remain in contact with the pitching rubber and pitch overhand for Pony, underhand for Pixie. The umpire shall remain in his/her position and call ball and strike for each pitch. It is NOT an "automatic" three extra pitches to the batter when the coach comes in).
 1. Example: The designated "pitcher" coach comes in and inherits a pitch count that has two (2) strikes. He/she throws his/her first pitch and it crosses the plate in the strike zone, the umpire shall call "Strike three" and call the batter out. This goes for any pitch count inherited.
 - ii. After a pitcher has pitched four (4) straight "balls" to a batter, the designated "pitcher" coach shall come in and will be allowed to pitch a maximum of three (3) pitches to the batter. (Exception: A batter may "earn" another pitch if he fouls off the third pitched ball and continues to foul off each following pitch).
 - iii. There are no walks in this division. Batters can only advance by hitting the ball or being hit by a pitch from the player pitcher. A batter is not awarded a base if they are hit by a coach-pitched ball.
- b. In the Pony, Colt and Mustang divisions, a pitcher is allowed to pitch no more than 12 outs per calendar day.
- c. In the Pinto division, a pitcher is allowed to pitch no more than 21 outs per calendar day.

13. The 10 and 9 batter rules have been eliminated.

- a. In ALL divisions, when the 7th run per team crosses the plate that half inning ends.
- b. If there are base runners they may come in but the runs do not count.

14. There will be a 10 run rule in effect after 5 full innings of play. 15 run rule after 3 innings does not apply to any division.

- a. This is for all age divisions and applies to both the home and visiting team.
- b. The team with the 10 run lead after 5 fully completed innings of play or any subsequent completed inning that are played where either the visiting or home team has a 10 run lead shall be declared the winner.

15. There will be free substitution for players in all divisions.

- a. The batting order will reflect all players present for the game to be listed. This is a rotation and cannot be changed during a game.
- b. All batters present will bat before the first batter can bat again.
- c. Batters must receive at least one pitch to be considered a batter and must be called out of turn before the first pitch to the next batter.
- d. Any batter batting out of order will result in an out for that batter. Base-runners cannot advance.
- e. Pitching rules are not affected by this rule.

16. Throwing of the bat:

- a. It is considered a thrown bat if the batter slings the bat in the direction of the catcher/umpire and:
 - i. The bat hits a player or umpire
 - ii. Interferes with the normal play of the catcher
- b. The umpire shall issue a warning to the offending team for the first offense. Should another batter of the same team, throw a bat, he/she will be called out. The play is dead.
- c. Intentional throwing of the bat is an automatic ejection of the player from the game. This is at the umpire's discretion. The umpire's decision is final.