2023 MINORS BASEBALL LEAGUE RULES & INFORMATION

Oakdale Athletic Association

**Welcome**

Welcome to Oakdale Athletic Association (OAA) Minors league. Your Minors League Directors have been working hard to make this an enjoyable and fun season for all our players. We hope your children will have a great experience in our baseball program.

The mission of the OAA Minors 3rd through 5th grade Baseball League

* All players will have an equal opportunity to develop fundamental skills as a baseball player and individual.
* All players will learn about good sportsmanship in a safe environment.
* All umpires will develop as umpires and individuals.
* Parents, coaches, and fans will have a positive and safe environment to watch their players.

# General Information

* 1. OAA Minors League is for children who at the time of registration are in 3rd to 5th grade.
		1. Only players on the official roster, as supplied by the Directors will be allowed to play in Minors League Regular Season and Post Season Tournament games.
	2. If any rule(s) are not specified in this information, umpires will follow MN State High School Baseball Rules.
	3. Practices and games will be help on a field located with in Oakdale, Maplewood, or N. St Paul.
	4. All coaches are volunteers; coaches will have a background check and complete concussions safety training.
	5. Communication
		1. All coaches and parents will use a Sports Engine for practice and game schedules and any communication. Coaches may additionally use text and/or email but must use Sports Engine.
		2. Minors League Directors will be available by phone during scheduled games. Each head coach will be given the cell phone numbers of the directors.
		3. Minors League Directors will be available by email outside of scheduled game times minors@oaaonline.com

# Practice & Season Schedule

* 1. OAA Minors League will practice 1 night a week and have 1-2 games per week.
	2. The Season shall consist of at least 8 scheduled regular season games. 9 Games will be scheduled to ensure we are able to get all games played, due to the possibility of game cancellations due to a shortage of fields for make up games.
	3. The home team is responsible to email the Directors the score of the game; the scores shall be emailed to minors@oaaonline.com and must be received with in 24 hours of the completed game.
	4. OAA Minors will have a post regular season tournament at Walton Park and each team will be guaranteed 2 post season games.
	5. Minors coaches will have an option to participate in 1 tournament at Parkway Little League. During this tournament all Parkway Rules will apply.
	6. Practice schedules and Games schedules will be posted to Sports Engine and the OAA Website under the Minors League.
1. **Minors League Number of players**
	1. The minimum number of players needed to start a game is 8. If a player arrived late, they will be put to the bottom of the batting order if their spot in the lineup has skipped previously.
		1. If a team only has 7 players at the official start time of the game, it is up to the discretion of the coach with 7 players as to if the game will be played out. If the coach with 7 players decided not to play, it would be a forfeited game. If the team elects to play and a player arrives late, they shall be put to the bottom of the order if their spot in the lineup was previously skipped.
		2. Rescheduling of a game NOT canceled by OAA or Minors League Directors:
			1. If both head coaches and the Minors league directors agree upon a date and location a game may be rescheduled.
			2. Rescheduled games are only if agreed upon and the directors can find a field and umpire. If the Directors cannot find a field or umpire for a rescheduled game, it will be a forfeit t to the team who needed to reschedule a game.

# Weather and Weather/ Field Conditions cancellations

* 1. OAA and the City of Oakdale may cancel games for the following reasons.
		1. Fields that are unsafe to play on based on the field’s conditions or potential to further damage the fields.
		2. Heat Index is high and poses a danger for players.
		3. Potential Danger weather conditions that would include lighting.
	2. Umpires/Coaches must stop a game if lightning is seen.
		1. the game shall be stopped immediately. A game must not resume before 20 consecutive minutes without lightning.
		2. If weather prevents a full 6 inning game, the following apply:
			1. If less than 3 ½ innings have completed, the entire game shall be replayed.
			2. If 3 ½ innings have completed, but less than 4 innings have completed, and

the home team is winning, the game is complete and shall not be rescheduled. The final score shall be the score when the game was stopped.

 Otherwise, the entire game shall be replayed.

* + 1. If 4 or more innings have completed, the game is complete and shall not be rescheduled. The final score shall be
			1. the score when the game was stopped whenever the home team scores more runs than does the visiting team in an incomplete inning. The rationale is having fewer completed offensive half innings should not disadvantage the home team.
			2. otherwise, the score as of the last completed inning.

# Uniforms and Equipment

* 1. All batters and base runners must wear double ear-flap batting helmets.
	2. Catchers must wear a protective skull helmet and mask, chest protector, shin guards, groin protector, and catcher's glove.
	3. Players should wear the jerseys issued to the team.
	4. Players should wear long pants or baseball pants to protect their legs while sliding.
	5. Players must **not** wear metal spikes. Players should wear non-metal cleats or athletic shoes.
	6. Protective cup is recommended for players.
	7. A big barrel bat (larger than 2 ¼ inches in diameter) can be used if it:
		1. has the USABat image imprinted on the bat, or
		2. has the new USSSA image imprinted on the bat, or
		3. has the BBCOR image imprinted on the bat, or
		4. is wooden.
	8. A small barrel bat (2 ¼ inches in diameter) can be used if it:
		1. has the USABat image imprinted on the bat, or
		2. has the USSSA image imprinted on the bat, or
		3. has the old BPF 1.15 text imprinted on the bat, or
		4. is wooden

# Field Dimensions & Information

* 1. The distance between each base shall be 65 feet.
	2. The distance between the front of the pitcher’s plate and the rear point of home plate shall be 46 feet.
		1. The distance will be 50 feet for the end of the season tournament at Walton Park. This is where the mound is located
	3. Head coaches are responsible for the placement and removal of bases. They shall be in the equipment box at each field.
	4. All defensive coaches must remain in the dugout, unless there is a timeout called for up to two (2) defensive conferences with the same pitcher or for an injury timeout.
	5. Parents may not enter the field of play unless a coach or umpire summons a parent due to an injury.
	6. No more than 3 coaches and 1 manager allowed per team and per game.

# Game Length

* 1. All regular season league games will be a maximum of 6 innings in length. A new inning begins immediately after the third out or final at bat of the preceding inning and shall not begin after 90 minutes have elapsed. Innings starting prior to 90 minutes shall be completed.
	2. A half inning consists of three outs, or 5 runs scored, whichever comes first.

 The run limit applies to all innings. Assuming time allows, the visiting team should bat in the top half of the final inning regardless of whether they are losing by more than the run limit.

* 1. During the regular season, extra innings shall not be played. During the tournament, extra innings shall be played to determine a winner.
		1. If weather, time, or darkness prevents a full 6 inning game, the following apply:
			1. If less than 3 ½ innings have completed, the entire game shall be replayed.
		2. If 3 ½ innings have completed, but less than 4 innings have completed, and
			1. the home team is winning, the game is complete and shall not be rescheduled. The final score shall be the score when the game was stopped.
			2. otherwise, the entire game shall be replayed.
		3. If 4 or more innings have completed, the game is complete and shall not be rescheduled. The final score shall be
			1. the score when the game was stopped whenever the home team scores more runs than does the visiting team in an incomplete inning. The rationale is having fewer completed offensive half innings should not disadvantage the home team.
			2. otherwise, the score as of the last completed inning.

# Playing Time/Position Play

* 1. Playing time for each player shall be as equal as possible during a game.
		1. For example, a player shall not sit on the bench for a second inning until each player has sat at least one inning.
	2. Each player must play a minimum of one inning in the infield prior to the end of the 5th inning.
	3. Disciplinary action may be an exception to equal participation. If this occurs, discuss with parents, notify the director by email (minors@oaaonline.com), and notify opposing coach before the game begins.

# Offense

* 1. A continuous batting order shall be used, which means players bat in order regardless of whether the player plays during the defensive half inning. The first batter of the second or subsequent inning is the player following the last completed at-bat in the preceding inning. A player entering the game late shall be added to the bottom of the batting order. A player leaving a game early may be skipped without penalty.
	2. Batter is out on third strike, regardless of whether the catcher catches the pitch in flight. Ball is live.
	3. Runners must not lead off before the pitch reaches home plate. A runner leaving a base before the ball is either hit or reaches home plate shall be called out. Zero warnings. Ball is immediately dead. Pitch is declared no-pitch. Remaining runners must not advance.
	4. A runner must not steal home on a pitched ball before June 13th. **A runner attempting to do so shall be sent back to third. A runner may steal home only when the catcher throws the ball back and the pitcher cannot make a clean catch or if the catcher makes a play on any runner. If the pitcher makes a clean catch and has control of the ball the runner has to return to the last base.** On or after June 13th, a runner may steal home on a pitched ball.
	5. A runner going more than three feet away from a normal path to a base to **avoid being tagged** shall be called out. Ball remains in play. A runner may go more than three feet away from a normal path to a base to avoid a fielder who is fielding a batted ball.
	6. A courtesy runner (the most recent player to be put out) will be allowed for a player injured in the game, or if a base runner will be the catcher next inning and there are 2 outs.
	7. Infield fly rule. Purpose is to protect runners (not batter) from being victims of an easy double play. With less than two out, runners on first and second, or bases loaded, a batter hitting a fair fly ball which can be caught by an infielder with ordinary effort shall be called out. Ball is live. Normal fly ball rules apply to runners, i.e. must tag up if the ball is caught.
	8. If the umpire determines that a player has thrown his bat, a warning shall be given to the batter and his team. Each subsequent batter on the warned team throwing his bat shall be called out. Ball is dead. Runners shall not advance.
	9. A batter having an illegal bat in the batter’s box prior to hitting a fair ball, shall be immediately called out. When a batter hits a fair ball using an illegal bat, the defensive team may choose between the result of the play or the batter being called out and all runners return to base occupied at time of pitch. The illegal bat must be discovered and the defense must choose before the first pitch to the next batter.
	10. Collisions. Interference and obstruction are difficult calls for umpires. These calls often involve judgment and the umpire’s judgment shall prevail. Coaches are strongly encouraged to understand the rules, particularly concerning interference and obstruction, and teach them to each player. In this regard, our league rules are similar to Official Baseball Rules with one exception: extra caution is expected of runners to avoid collisions with fielders by either sliding or avoiding significant contact. Additional thoughts:
		1. Any player intentionally initiating malicious contact with another player shall be removed from at least the remainder of the game and potentially from the

league. This is often a difficult call because the umpire must assess the player’s intent. Obstruction is not a license for a runner to maliciously collide with a fielder. In a case like this, obstruction may be called, but the runner shall be removed from at least the remainder of the game and a substitute runner employed if necessary.

* + 1. A runner initiating significant contact with a fielder, who has possession of the ball or is fielding a thrown ball, without making an effort to slide or to avoid contact, shall be called out.

4.10.3 A runner initiating contact intended to cause the fielder to drop the ball shall be called out.

* + 1. A batter or runner impeding a fielder’s ability to field a **batted** fair ball before it passes or touches an infielder other than the pitcher shall be called out.
		2. A batter or runner **intentionally** impeding a fielder’s ability to field a **batted** or **thrown** ball shall be called out. If the intentional interference is an obvious attempt to disrupt a double play, the runner committing the interference and the other batter/runner involved shall be called out.
		3. In each of these cases of offensive interference, the ball is immediately dead and:
			1. If batter did not reach first base prior to the incident, the batter, if not

called out, is awarded first base, and all other runners shall return to base occupied at time of pitch delivery, unless forced to advance by batter.

* + - 1. If batter reached first base prior to the incident, the batter/runners not associated with the interference shall return to base last legally touched at the time of the interference, unless forced to advance by batter.
	1. When a thrown ball goes out of play, the batter and each runner shall advance two bases from the base last legally touched at the time
		1. of pitch when the errant throw was the first play made by an infielder and the ball was released before all runners, including the batter, advanced one base.
		2. the ball was released from the thrower’s hand in all other cases.
		3. Note: Circumstances may prevent advancing two bases. For example: the batter has passed first base but the runner initially on first has not yet reached second base, and an outfielder throws the ball out of play. The runner is awarded second and third, and therefore the batter, although having passed first base is awarded only second base.
	2. Bunting is allowed.
	3. Sliding, head first or otherwise, is allowed.

# Defense

* 1. The defensive team shall position up to 9 players in the field.
	2. Outfielders must be in the outfield grass when a pitch reaches home plate.
	3. Free substitution. Fielders may re-enter at any time. However, once a pitcher is replaced, he must not re-enter as a pitcher.
	4. Pitching
		+ 1. During the regular season, each pitcher is allowed to pitch for a maximum of nine (9) consecutive outs per game or per 48-hour period.
			2. During the tournament, just nine (9) consecutive outs per game.
			3. Once this limit is reached, the pitcher must be replaced. A head coach or delegate is responsible for monitoring own team’s pitch count.
			4. At this level of play, there will be no pitcher balks (illegal pitches).

# Game Rescheduling

* 1. A game should be rescheduled if less than eight players are available to play. The opposing coach should be notified at least 24 hours before game time. Insufficient notification is subject to forfeit at the opposing coach’s discretion.
	2. The game should be replayed at a time and place agreed upon by both coaches. It is critical that all games are made up prior to the tournament considering the regular season results may be used to determine tournament placement.
	3. If lightning is seen, the game shall be stopped immediately. A game must not resume before 20 consecutive minutes without lightning.

# Additional Guidelines

* 1. If any rule(s) are not specified above, umpires will follow MN State High School Baseball Rules.
1. **General Conduct**
	1. Good sportsmanship must be always shown by all players, coaches and fans. Disciplinary action may be taken upon anyone involved in any form of unsportsmanlike conduct and may result in the team responsible for the conduct to forfeit the game.
	2. Unsportsmanlike conduct will not be tolerated, including arguing with an umpire, cursing/swearing, taunting, etc. Any unsportsmanlike conduct to an umpire may result in a forfeit of a game or removal from OAA Minors League (coach, parent, player).
	3. Balls and Strikes/Outs and Safe calls are judgement calls by the umpires and are NOT negotiable. Coaches may discuss rule interpretations with an umpire in a civil manor. If an umpire feels threated in anyway, they can been instructed to leave the fields and the game will be forfeited by the corresponding team.
	4. Disciplinary action may be taken upon anyone involved in any form of unsportsmanlike conduct and may result in the team responsible for the conduct to forfeit the game.
	5. Swearing or cursing in any way is not tolerated at any time before, during or after a game or practice.
	6. There should be no throwing or kicking of helmets, bats, gloves, or any other equipment at any time during a game. Coaches, players or parents will be given a warning and another offense could result in being asked to leave the field or be removed from the game.
	7. Alcohol is prohibited on and around the field and in the parking lots. This includes coaches and parents, games and practices.

**Please remember this is an instructional, recreational baseball league. Adults are setting an example for the kids.**