# Oregon Trail Recreation District Youth Baseball/Softball League By-Laws MINORS/Jr. Girls <br> Revised 2023 

## Article I Player Eligibility

1. A player will be eligible for league play based on the following at registration:
2. Birthdates as of May $1^{\text {st }}, 2023$

Boys Coach Pitch - 6-7 year olds Girls Coach Pitch -6-7 year olds
Pitching Machine Baseball - 7-8 year olds Pitching Machine Softball - 8-9 year olds
Minor Boys - 9-10 year olds Junior Girls League- 10-11 year olds
Major Boys League- 11-12 year olds Senior Girls League - 12-14 year olds
OTRD reserves the right to move a player up a league based on ours or a parent's recommendation.

## Article II Player Selection

2. Minor, Jr. Girls, Majors \& Senior Girls - Players will be separated by live pitchers, catchers, and age. Then RANDOM selection starting with pitchers, catchers, then by age group. During the RANDOM selection effort will be made to see that all teams have an equal number of ages.
3. Coach and assistant Coach children will be the only acceptable players locked on a team prior to the random selection.
4. Siblings who meet the age requirements in Article I may be on the same team.
5. Under no circumstances may coaches' trade or exchange players from one team to another at any time or after teams have been made.
6. If there is room on a team after teams are put together a new player must go through the OTRD baseball manager to be placed on a team.

## Article III Conduct

1. There shall be no smoking of tobacco or no drinking of alcohol by players, umpires, spectators, and/or coaches while on the playing field or in the dugouts during games or practices. 2. There shall be no swearing, obscene language and/or unsportsmanlike behavior by the players, spectators and/or coaches during games or practices.

## Article IV General Rules

1. Uniforms must be the issued T-shirt with no alterations made to it, baseball pants, and shoes. No metal cleats or sandals are allowed. No jewelry allowed. Hats will not be provided, but players are welcome to wear their own.
2. A team shall consist of 10 to 12 players per team (ideally). 9 players are allowed to take the field. A game may be played with no fewer than 7 players. No automatic outs for playing with less than 9 players. Every rostered player will be in the batting order. If a team is unable to be fielded with the minimum of 7 players within 10 minutes after the scheduled game time it will be declared a forfeited game.
3. Helmets must be worn by all batters. Helmets must not be taken off until the player is off the field. Penalty: If a player is found without their helmet, by an official prior to exiting the field, that player will get an automatic out, the next time up to bat. 4. PITCHING:

Jr. Girls League - The players in this league will use live pitchers. The pitcher's rubber will be 35 ' from home plate. A pitcher must pitch from the rubber.
a. When a pitcher has walked 3 consecutive batters, the coach or capable adult will come
in and pitch the remainder of that inning and coach pitch rules will apply. (see coach pitch rules below) NO STEALING during coach pitch.
b. Jr. Girls will use an 11 " softball
c. The pitchers in the Jr. Girls League may pitch with or without the windmill but must start with at least one foot on the pitching plate. The pitcher shall not take more than one forward step toward the batter during delivery. The pivot foot may remain in contact with or may push off the plate and drag away.
Minor League - The players in this league will use live pitchers. The pitcher's rubber will be $43^{\prime}$ from home plate.

## Coach Pitch Rules:

a. When a pitcher has walked 3 consecutive batters, the coach or capable adult will come in and pitch the remainder of that inning and coach pitch rules will apply. NO STEALING during coach pitch.
b. The players will receive pitches delivered by the coach or another adult capable of pitching. Must be 18 or older to pitch.
c. The batter will receive $\mathbf{5}$ pitches to put the ball into play and $\mathbf{3}$ strikes will equal an out. Foul balls will be unlimited. If the pitch should happen to hit a batter the pitch shall be declared a NO PITCH. The batter will NOT receive a walk to $1^{\text {st }}$ base. The official shall declare the last pitch before it is delivered.
d. If the pitched ball is caught or not caught by the catcher, the play is considered dead, even on throwback to the pitcher. If the pitcher misses or fumbles the ball it is still a dead ball. This is NOT an opportunity to run players.
e. The adult pitching is considered part of the playing field. A ball striking the adult is considered a live ball.

Bounced Ball Rule- If the pitch touches the ground and bounces or rolls through the strike zone it is a "ball." IF the BOUNCED Ball hits the batter, he/she shall be awarded first base. On the other side of it, should the ball hit the dirt, the batter can legally hit the pitch as it is still alive.
5. CATCHING -

Minors \& Jr. Girls - If the pitched ball is not caught by the catcher, the play is considered a live ball. When the catcher throws the ball back to the pitcher, the play will be considered dead. If the pitcher misses or fumbles the ball it is still a dead ball. This is not an opportunity to run players. The $3^{\text {rd }}$ Dropped Strike rule DOES NOT apply.
6. Every batter must be pitched to. A team/player cannot request a walk. No intentional walks.
7. No pitcher may NOT be allowed to purposely throw or to be coached to throw a pitch which is determined to be dangerous to any player. Penalty: If a coach or player is found
doing this or being coached to purposely throw a dangerous pitch the coach will be dismissed from the team for the remainder of the season and the player will no longer be able to pitch for the remainder of the season.
8. Minor \& Junior Girls League - A pitcher may only pitch 2 innings per game. One ball released from the pitcher pitching constitutes an inning pitched.
*If a pitcher is removed from pitching during an inning that pitcher should be substituted for another player on the field if that pitcher will be returning to the mound that game. If a pitcher is removed from the mound to the bench that pitcher may not return to the mound for the remainder of the game. If pitcher is removed from pitching due to an injury that pitcher cannot return to pitch until the next inning.
9. A pitcher who hits 3 batters in a single game must be removed from pitching by the coach for the remainder of the game. The coach may switch the pitcher with any player on the field or on the bench.

## 10. STEALING:

Minors \& Jr Girls: There is stealing in this league. No leading off. No stealing until the ball crosses home plate. Runners may advance only 1 base on an overthrown ball. An overthrown ball is an attempt to get a runner out at any base. If the defense should try again to throw out the runner on another base, then advancement to the next base is possible. No stealing during coach pitch.
11. A batter shall be declared out when;

1. Batter has swung at 3 pitches and missed. 3 strikes equal an out. Foul balls will be unlimited on the $3^{\text {rd }}$ strike.
2. Batter gets a hit but is thrown out or tagged on base.
3. Batter is in the batters box when a runner from third base is coming in to home.
4. Rookie \& Jr. Miss, Minor, Jr. Girls - To stop the play the defense needs to throw the ball to the pitcher (the player not the coach pitching). In the judgment of the official, the attempt to throw the ball to the pitcher will end the play and runners may no longer advance. If a runner is not at least halfway to the next base he/she will be asked to go back to the last base he/she was at. The pitcher needs to be within ten feet of the pitching mound.

## 13. INNINGS -

Minor \& Jr Girls - The game shall consist of 4 innings or No new inning after 55 Minutes, whichever comes first.
**No New Inning After 55 Minutes per game
14. There will be a 6 -run limit for all innings except if the ball is still in play when the $6^{\text {th }}$ run is scored. All following runs will be counted until the play is called dead by the umpire.
15. There will be a Mercy Rule. If a team is leading by 15 or more runs after the $2^{\text {nd }}$ inning is completed or if a team is leading by 10 or more runs after the $3^{\text {rd }}$ inning is completed the game will be over and called official.
16. The home team will be designated on the schedule will occupy the $3^{\text {rd }}$ base dugout. The visitor team will occupy the 1st base dugout.
17. Minors, Jr Girls, Majors, Sr Girls - The infield fly rule will be in effect.
*By Little League definition, the infield fly rule is a fair ball (not including a line drive nor attempted bunt) which can be caught by an infielder with ordinary effort, when first and second; or first, second and third bases are occupied (bases full), before two are out. The pitcher, catcher and any outfielder stationed in the infield on an in-field fly is no different than any other fly ball in regard to the runners. If the ball is near the baselines, the umpire shall declare, "Infield Fly, if Fair." The ball is alive, and runners may advance at the risk of the ball being caught, or retouch and advance after the ball is touched, the same as on any fly ball. If the hit becomes a foul ball, it is treated as any foul. Also note that the infield dirt and the outfield grass do not form a boundary line for infield fly purposes.
18. No parents or spectators are allowed on the field or in the dugout opening. This may cause confusion for the players and overcrowd the dugout. All parents \& spectators must stay behind the "White Line" behind the back stops.
19. All players and coaches MUST remain in the dugout during the game unless coaching a base or the field, batting, on base, on deck, or in the field. Please keep all spectators out of the dugout. When playing defense, only one coach will be allowed on the playing field with their team.

## 20. Coaching on Field -

Rookie, Jr Miss, Minors \& Jr Girls - Three offensive coaches are allowed in the coaching area, one by $1^{\text {st }}$ base, one by $3^{\text {rd }}$ base, and one pitching from the pitching mound (when coach pitches after 3 walks). The coach pitching must kneel or stand still after the pitch to avoid any interference when the ball is hit. This coach cannot run around the mound shouting at their players to run.
Any coaches 17 and under need to wear a helmet when on the field in the coaches areas.
21. If the score is tied at the end of play the game will be declared a tied game. Each team will be credited a half a win and half a loss.
22. Where inclement weather prevents the actual completion of a game, the following rules shall apply:

1. Any game in which the losing team has had 2 or more complete turns at bat will be considered a complete game. Score will be taken at the end of the last complete inning
2. In the event that the two teams are tied after 4 innings or time limit, the game may be called and considered an official game. Both teams will be credited with a half a win and half a loss.
3. A thrown bat is an automatic out. No exceptions. The umpire must see it to call it. It's the umpires call.
4. Catchers must wear the complete protective gear (Catchers helmet w/mask, chest protector, shin guards, and mitt).
5. USA Baseball Bat Rule: $25 / 8$ " barrel maximum, No BBCOR Bats
6. OTRD reserves the right to change the size of the player number as well as the placement on the official $t$-shirt as the league sees fit.
7. All other rules of the Baseball Leagues: Babe Ruth Baseball League \& Softball League Rules will go by USA Softball will apply.

## Article V Mandatory Participation by Players

1. Each player in attendance must play unless under disciplinary action (thru coach or parent), injury, or illness.
2. The same player may not sit out more than 1 inning per game.
3. All players in attendance will be in the batting order and will bat regardless of whether or not they are playing in the field on defense. Any player showing up late after the game has started will be added to the lineup at the end of the batting order.
4. The coach shall present a lineup of all players in attendance to the scorekeeper in the scorebook. If a particular player will not be playing, the coach must indicate the reason in the score book. Discipline (thru coach or parent), illness, or injury will be the only acceptable reasons for failure to play a particular player.
5. Any proven violations of the mandatory participation rule will result in a forfeit of the game. Repeated violations of this rule will be cause for dismissal of the team coach.

## Article VII Coaches and Team Responsibilities

1. Under no circumstances will coaches hand out to players any type of vitamins, herbal, or any other type of play enhancement substances.
2. Coaches will be responsible to pick up their dugouts after their games and encourage parents to keep the bleacher area of their team clean.
3. All Teams (players and parents) are responsible to help the league directors and officials clean up trash, debris, etc for all spectator areas and surrounding areas of the field at the completion of the game.

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## *Please Respect the Umpires!! They will make mistakes. THEY ARE HUMAN!

