



OBSA LEAGUE SPECIFIC RULES

ROOKIE AMERICAN (7-year-old)

The set of In-House Rules approved by the Board of Directors, are rules, which apply to the local League and supersedes the Babe Ruth National Baseball Rules. These rules may be necessary due to safety reasons in situations unique to the field or may enhance the normal set of rules implied by the Babe Ruth League. Updated 12.17.25

TIME LIMITS:

Regulation games shall be six (6) innings in duration OR when a one-hour and fifteen-minute (1:15) time limit is reached. New innings started prior to the time limit and continued beyond the time limit, will be played in their entirety if necessary and conditions permit. No game shall be played past the time of official Sunset for that day. Games CAN end in a tie.

All innings will consist of three (3) outs or when a team scores 5 runs if leading at start of inning, or 5 runs over other teams score, if team was behind in an inning.

No new inning may start with less than fifteen (15) minutes left.

MERCY RULE:

If the visiting team is ahead by 10 or more runs after four (4) innings, or the home team is ahead by 10 or more runs after 3 and a half (3.5) innings, the game shall end with the current score being final.

PLAYER AND POSITION RULES:

1. No player may sit for a second defensive inning until all players have sat for at least one defensive inning.
 - a. One inning constitutes three consecutive outs.
 - b. If a player shows up after the first inning is complete that player may be exempt from this rule.
 - c. If a player is injured during the game that player is exempt from this rule.
2. Rules 1 must be adhered to if 11 or more players begin the game.
 - a. Infield can be any of the following positions: Pitcher, 1st base, 2nd base, 3rd base, or shortstop. Catcher is not considered an infield position. This rule must be adhered to for all games where 4 innings or more are played.
3. Each team will play eight defensive players, to include a pitcher.

- a. The player fielding the pitcher position must take position always to the rear of the pitching rubber, and on the left or right side of the coach pitcher and must be within five (5) feet of the pitching rubber.
- b. The tenth player will play a 4th outfield position.

4. Four (4) outfielders will be used, and outfielders may NOT make a putout in the infield except for a multi-player “pickle” rundown situation or throwing the ball to a base to make a putout.

- a. Example 1: RF, RCF, LCF, LF fielder can throw the ball to 1st, 2nd, 3rd, or home base to make a putout.
- b. Example 2: RF, RCF, LCF, LF cannot run into the infield or to 1st, 2nd, 3rd, or home base to make the putout.
- c. Outfielders must play a minimum of twenty (20) feet behind the baselines AND on the grass.

5. A team must start and finish a game with a minimum of seven (7) players or the game will be forfeited.

*Note that a team must have a catcher.

Penalties for Coaches:

1. First violation for not playing a player is a one game suspension and review by board of directors.
2. Second violation for not playing a player will require a hearing before the Board with possible suspension for remainder of the season and forfeit of the game in which the violation occurred.

PITCHING RULES:

1. A coach pitcher shall pitch using a pitching motion (windup or set) from a distance of thirty- eight (38) feet.
2. The batter will receive five (5) pitches, if the ball is not put in play on or before the fifth (5th) pitch, except on a foul ball, the batter will be ruled out. If the fifth (5th) pitch is fouled off (and any subsequent pitch), they will receive another pitch that they must put in play. No walks or hit batsmen.
3. A dropped third (3rd) strike is NOT live.
4. Pitchers will be allowed five (5) warm up pitches between innings.

BATTING RULES:

1. All players must bat.
2. If a player must leave the batting order for any reason, including an injury, and they fail to bat in their batting position an out will be recorded.
 - a. If the player does not return to the game, no out will be recorded when the players’ turn comes up in their following at bats.
3. If a player misses an at bat and returns to the game, they must bat in their original batting order position or an out will be recorded.

4. Any player that shows up after the start of the game will be inserted into the last batting order position.
5. If there is at least one out and the player scheduled to catch the next inning is on base, the manager may insert a courtesy runner for that player to speed up play. The courtesy runner shall be the last batted out.
6. There is no bunting allowed in this division.
7. A pitching circle will be used, once the ball is in control in the pitching circle the play is over.
8. Players MUST slide at home or it is an automatic out, one warning will be given.

OVERTHROW RULES:

1. Runners may advance on an overthrow at any base except home.

BASERUNNING RULES:

1. Runners may advance on an overthrow, except home.
2. Runners may only advance one base on a batted ball remaining in the infield.
3. Runners may advance a maximum of two bases, when a batted ball reaches the outfield, without assistance; however, runners advance at their own risk. If there is a home run fence on the field, a ball hit in the air over the fence will be a home run.
 - a. A batted ball that, in the judgment of the umpire, goes over the fence solely due to the fence bending shall be ruled a ground rule double.
4. The infield fly rule does NOT apply in this division.

COACHING RULES:

1. A team may have up to a total of 4 ODSA board approved coaches participating in the game. No coaches shall be on the field during play. For this age division, there are the following exceptions:
 - a. The defensive team may have one coach in the OUTFIELD
 - b. The offensive team may have one coach pitching as defined in the league specific rules

UNIFORM RULES:

1. Metal cleats are not allowed in this division.
2. All players must wear the jersey provided by ODSA.

EQUIPMENT RULES:

1. This division will use a Level-5 Safety Ball*
2. If the Level-5 Safety Ball cannot be obtained, then “Tee Ball” bats will be barred from this division**
3. * USA and USSSA bats are allowed

PARTICIPANT RULES:

1. Negative chatter by ANYONE on or near the field will not be allowed and may result in removal from the game.
2. A spectator, player, or coach who uses profanity will be removed from the game at the umpire/coach's discretion and must leave the area.

TEAM ADMINISTRATIVE AND HOUSEKEEPING RULES:

1. The home team shall have the third base dugout.
2. Home teams are to provide a brand-new game ball as provided by the league at the beginning of the season for every home game in addition to one gently used game ball.
3. Coaches must provide the umpire and opposing team with a lineup card.
4. Home teams are responsible for assigning a dedicated score keeper for each game. Score must be recorded in the official score book.
5. Any home team that does not record the final game score onto the league scoring app by the following morning after the game will forfeit the results of the game (win or loss) to the visiting team.
6. Home team is responsible for setting up the field before each game (bases, bumps/mounds, fences (if applicable). Visiting team (if the final game of the day) is responsible for removing and placing all bases, mounds etc. into the appropriate storage containers. Visiting teams must take into consideration the following games (if the visiting team is baseball and the next game is softball, then the visiting team needs to remove all mounds/bumps etc. not to be used by the coming softball team.)