



OBSA LEAGUE SPECIFIC RULES

ROOKIE NATIONALS (8-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 30-minute (1:30) 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. There will be no open inning. 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 on a team may sit more than one (1) defensive innings before all players are asked to sit for one (1) defensive innings during the game.
 - a. One inning constitutes three (3) 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 hurt during the game that player is exempt from this rule.
 - d. This rule must be adhered to if 11 or more players begin the game.

- e. Infield can be any of the following positions: Pitcher, 1st base, 2nd base, 3rd base, shortstop, or catcher. This rule must be adhered to for all games where 4 innings or more are played.
2. Each team will play ten defensive players, to include a pitcher, who will perform the pitching duties. The tenth player will play a 4th outfield field position.
3. 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.
4. A team must start and finish a game with a minimum of eight (8) players or the game will be forfeited.

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.

*Note that a team must have a catcher.

PITCHING RULES:

1. Pitchers shall pitch from forty-six (40') feet.
2. Balks will not be called in this division.
3. When a coach is pitching they must have 1 foot touching the mound
4. Kids pitch in this division however there are no walks! In the event that the pitcher throws 4 balls, the coach of the player at bat may come to the mound to continue out the count (Example A: The current count is 4-1 from the player pitcher of the defensive team, then the coach of the player at bat may come to the pitching mound and throw up to 2 pitches. Example B: The current count is 4-2, then the coach of the player at bat may come to the mound and throw up to 1 pitch to his batter.)
5. Pitching coaches must have one foot remaining on the pitcher's mound at all times while pitching and do their best to avoid contact with the ball once it is in play. If the batter misses the pitches received from his/her coach pitcher then the player is considered out.
6. The player Smart Pitch PITCH COUNT rules format will be used for the entire season. Refer to the chart below for pitch count rules. Note that this is pitch count only, not all Smart Pitch rules.
7. If a player is directly hit by a kid pitch, the batter takes the base. If a player is hit by a kid pitch that rolls and/or bounces, the coach of the player at bat will come out and finish the count to the player.

Daily Max (Pitches in Day)	Rest Period		
	0 Days	1 Days	2 Days
50	1-20	21-35	35+

Please note the penalty for the violation of SMART PITCH pitch count rules is as follows:

1. The Manager will be suspended for one game.
2. If the violating team won, they would register a forfeit for that game.
3. The pitcher in violation will not be allowed to pitch in the following game that he is eligible to pitch in.

BATTING RULES:

1. All players must bat.
2. USSSA and USA bats are allowed. No barrel size limits.
3. 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.
4. 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.
5. Any player that shows up after the start of the game will be inserted into the last batting order position.
6. The infield fly rule does NOT apply in this division.
7. 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.
8. Bunting is allowed in this division.
9. 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.
10. If a coach is hit by a ball, it is a dead ball. All batters and runners go back.

OVERTHROW RULES:

1. Baserunners may advance on any overthrows, except to home; however, they advance at their own risk.
2. The play is considered dead when the pitcher has control of the ball with both feet in the pitching circle.

3. If an overthrow back to the player pitcher has occurred, any runner may advance at their own risk, except to home.

BASERUNNING RULES:

1. Runners will be NOT be allowed to lead off at first base, second base and third base.
2. Runners may steal the next base, after the ball makes contact or passes the catcher, except for home. If an overthrow back to the player pitcher has occurred, any runner may advance at their own risk again, except to home.
 - a. The first instance of a runner leaving early shall be a warning. All subsequent instances of a runner leaving early shall be an automatic out.
3. With an attempted play on any runner, including from the catcher, all runners are free to advance at their own risk for the entire season.
4. A player shall not be allowed to advance home except:
 - a. when the ball is put in play by the batter or
 - b. when a play is being made on any runner (including during a pick off or advance attempt).
5. The dropped third strike rule will NOT be in effect for the entire season.
6. The infield fly rule does NOT apply in this division.
7. Runners must slide on any potential play at home. If the runner fails to slide on a potential play at home, the offensive team gets one warning. Failure to slide the second time is an automatic out.
8. Runner interference may be called if the defensive player intentionally prevents or delays the runner from advancing. If interference occurs, the runner will advance to the next base.

COACHING RULES:

1. A team may have up to a total of 4 OBSA board approved coaches participating in the game
2. **UNIFORM RULES:**
 1. All players must wear the provided jersey by OBSA.
 2. Metal cleats are not allowed.

EQUIPMENT RULES:

1. A Babe Ruth approved baseball will be used in this division.
2. All "USA" or "USSSA" stamp/logo bats are permitted. No barrel size limits.

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.)