

OASA U9 Event Rules

The ball will be the 11" Rawlings soft indoor ball.

All players must wear a batting helmet with CSA approved face guard and chin strap must be securely fastened under the chin.

No person is allowed on the field during the progress of a game except players and coaches in uniform.

The pitching distance is 30'.

Instead of the coin flip for home team, a player from each team will be selected to roll a ball toward home plate. The team that rolled the ball closest to the plate gets choice of home team.

A player/coach pitcher combination will be used. The player pitcher pitches to the opposing team. If the ball is put in play or the batter strikes out, the coach from the batting team does not come in for that at bat. If a 4th ball is thrown by the player pitcher, there are no walks. The coach pitcher on the batting team then comes in to pitch to their own team. The count against the batter is either 4-0, 4-1, or 4-2. Each pitch from the coach pitcher is a strike whether or not it is in the strike zone. A foul ball on a third strike is not an out.

To help speed up the game, the coach pitcher can stand behind the opposing team's catcher to retrieve pitched balls that get by the catcher.

Pitchers and catchers can only pitch/catch two of the first four innings.

One batter pitched to constitutes as an inning pitched.

If the batter is hit by a pitch thrown by a player pitcher, the batter has the option of taking first base or continuing the at bat. If the batter chooses to continue to bat, the coach pitcher will come in to pitch.

When the coach is pitching to their own team, the U9 pitcher will be at least beside or behind the pitcher's plate. The pitcher must remain in the pitching circle until the ball is hit.

If the Coach pitcher is hit by a batted ball, the play is dead and the batter is out. Runners do not advance.

The play is dead when the ball has been thrown to the circle at the pitching mound. The play stays dead whether the ball is caught or passes through the circle. If any base runner is halfway between bases, or farther, when the ball passes through the pitching circle, the base runner may advance to the next base. Any base runner who is not halfway, must return to the previous base touched.

No bunting is allowed. All players will remain behind the safety line (which crosses through the middle of the pitcher's circle) until the ball is hit or crosses the plate.

There is no base stealing of any base including home. Runners may advance one base on an overthrow.

Base runners may not leave the base until the ball crosses the plate.

Infield fly rule does not apply.

Dropped third Strike rule does not apply.

Sliding is permitted.

Offensive Charged Conference rule does not apply.

Defensive Charged Conference rule does not apply.

A courtesy runner may be used at any time for the catcher, not just when there are two outs.

Unlimited substitution applies. All players are listed on the batting order and all players bat. The batting order is followed for the entirety of the game. In case of injury/illness or ejection, the player's spot is omitted. If a runner is injured, a substitute runner may be used (should be the last available batter) until the runner is put out or reaches home and then the injured player is removed from the lineup. No penalty is applied (the player's spot is not recorded as an out) when that batter does not return to the lineup.

A player arriving late may be added to the bottom of the lineup.

No player will sit out for more than one consecutive inning. All players will sit out 1 inning before a player sits out a second inning. Coaches are encouraged to play all players as equally as possible over the course of the tournament. Coaches are encouraged not to have players play the same position in consecutive innings.

Run Ahead Rule (Mercy Rule): Maximum of 6 runs per inning or three outs.

Duration of Game: no new inning shall start after one hour and fifteen minutes from the official beginning of the game. If tied after one hour and fifteen minutes, games will remain at a tie, if playing round robin format.

Teams will play no more than 3 games in a day.