

1.0 OAFa OPERATING RULES

- 1.1. Only players who are assigned to an OAFa House League or an OAFa Select League, who are not playing competitive ball on a regular basis (less than 11 games per year) may play regular season or playoff games. Refer to the Competitive/House League Working Agreement. Each player shall have on file with the OAFa a registration form signed by her/his parent/guardian, or in the case of a non-minor, herself/himself.
- 1.2. For the purpose of player placement or draft, the Registrar will provide to the Directors, House League, Girls and Boys, complete lists of players by division. The Directors will then provide each Division Convener with their respective lists. The Division Convener, with the appropriate HL director shall conduct a draft or shall provide team rosters to all coaches in the division. Rosters must be kept current through communication from the Coach, to the Convener, to the Registrar.
- 1.3. A player may be drafted/placed on to only one House League or Select team. With Executive approval, a player may play for a team one division immediately up or down from her/his division.
- 1.4. If a player permanently leaves a team (illness, moves, quits, etc), the coach is to notify the Division Convener who will contact the Registrar for the purpose of supplying the coach with the next registrant on the waiting list for that division. The request may be made at any time during the regular season. (NOTE: for some divisions, the waiting list may be quite long and these children would just love to play even if it is for only a few games. The list is in order of the date the application was received by the OAFa).
- 1.5. Players registered with the OAFa must supply their own CSA approved batting helmets. The OAFa recommends the use of face guards on the batting helmets. Chin straps shall be attached to the helmet, adjusted properly and fastened with the strap under the chin at all times when a player is on deck, at bat, or running the bases. The Umpire shall not allow play to continue until chinstraps are fastened properly.
- 1.6. Baseball caps are optional. Jewelry is not permitted unless it is a medical alert bracelet. Long pants are mandatory. Capri style pants are not allowed. The Umpire shall not allow a player wearing pants that do not provide suitable leg protection to participate in a game. Running shoes or non-metal cleats are to be worn.
- 1.7. It is the responsibility of the home team coach to lay out the bases and the pitching rubber and have the diamond ready for play by game time. The coach's manual indicates the measurements. They are also responsible to ensure that all the field equipment is put away and locked up in the "green box".
- 1.8. The home team shall provide game balls; one new ball and a second ball in good condition.

- 1.9. For the regular season, the home team shall be determined from the schedule supplied by the OAFAs.
- 1.10. To begin play in a regular season or play-off game, a team must have at least seven players from its regular or designated farm team present. At least five of the players listed on the game sheet and present for the start of the game must be from the regular team. Failure to meet these conditions within 15 minutes of the scheduled starting time of the game, or during the game, shall result in forfeiture of the game. Notwithstanding the 15-minute grace period, a game shall commence as soon as a team has 7 or more players. A team may play with seven players with no penalty.
- 1.11. All players present for the game shall be registered on the game sheet and shall come to bat in that order regardless of whether or not they played defensive positions that inning. No changes in the batting order are permitted once the game commences. Players who leave the game as a result of injury, ejection, or early departure shall be simply skipped over unless the provisions of Rule 1.10 apply. Names of players arriving late shall be added to the bottom of the lineup.
- 1.12. Injured Player Substitution: A team can only substitute a base runner in the case of an injury to the base runner. The substitute base runner must be the last out (in the inning in progress or in the previous inning if there is no outs in the inning in progress)

Note: An injured player who is batting must become safe on base to be eligible for a substitute runner. If an injured player cannot take his/her order in the batting line-up, he/she can only be skipped over once (notify the umpire and the other team). If the injured player cannot bat the next time, he/she must either be removed from the game both offensively and defensively; or can remain in the game and will be considered an automatic out. The decision does not put the team in jeopardy of the "Minimum Play" rule.

- 1.13. Assignment of players to defensive positions shall be at the discretion of the coach, and there shall be unlimited substitution. Remember to try to encourage confidence by teaching various positions.
- 1.14. Catcher Substitution: If during any inning when a player/base runner that is going to be playing the catcher position (next on defense) is safely on base when there are 2 outs, the last player out must substitute run for the catcher from the base he/she is safely on. Ask for "Time" to be called in order to do this substitution. This rule may be applied in regular season play and will be applied in Division Wrap Up tournaments due to the time constraints.
- 1.15. **Minimum Play:** During every game, the number of defensive half innings played by the most played player and the least played player shall vary by no more than one defensive half inning.
- 1.16. **Call-Up/Farm Team List.** At the coaches meeting in June, each coach will provide to the division convener a list of players (names and phone

numbers) from his/her team that are capable of playing up a division. These names will serve as the call up list or the farm team list that the next higher division will use when they are short players. House League players can be called up to play up in a higher HL level; called up to play at the same or higher Select level; or called up to play at the same Rep Level. Select players in a separate level of play, can be called up to play for a higher Select Level, or to a Rep level. Select players that are playing in a HL program can also be called up to play in a higher HL division than what they are playing in.

1.17. In the event that a farm team player has been called up to a game and there are nine or more regular players present, the farm team player is to be considered as a regular team player for the purpose of Rule **1.15**. Note: farm team players are not allowed to play more defensive innings than any regular team player.

1.18. For Squirt and above divisions, a call-up pitcher shall not replace a designated team pitcher who is present and able to pitch for a game, nor will a call-up pitcher pitch more outs in that game than a designated pitcher that is present.

** For the purpose of this rule, each coach will provide to its division convener at the coaches meeting in June, a list of 2 regular roster players, who will be that team's designated pitchers. The list may be amended subsequently by submitting in writing only, a revised list to the division convener. In the event a team fails to provide the list of designated pitchers, the division convener in conjunction with the HL director will deem 2 players to be designated pitchers. **

1.19. Failure to comply by Rules **1.15, 1.17 or 1.18** will result in a forfeiture of the game. For regular season and play-off games, the score is 7 – 0.

1.20. The home team will keep the official game score and will provide the Umpires with the GAME SHEET containing the game statistics. The Umpires will sign the sheet and deliver it to the Oafa (see GAME SHEET for details).

1.21. **Year-End Wrap Up or Playoff Tournament.** All teams will participate in the wrap up events or playoffs scheduled by Director of Fields. Opponents will be based on the teams drawn from a hat and not regular season standings. When not predetermined, home team will be decided by a coin toss at beginning of game with the Umpire.

1.22. **Year-End Evaluation Sheets:** The coach and/or assistant coach, for each team, will fill out an evaluation for each player on the team. The evaluation sheet and the “key” notes for the evaluation ratings are included in the coach's manual. This must be handed in to the division convener prior to the division wrap up.

1.23. All play shall be in accordance with Softball Canada Rules except as issued in the Division Playing Rules.

- 1.24. **Rule Changes.** Any rule changes must be reviewed and approved by a committee consisting of the House League Director, Girls or Boys as applicable, the House League Division Convener, and the Umpire-in-Chief.

2.0 T-BALL BLASTBALL PROGRAM

- “T-Ball” is a recreational team sport that gives the youngsters the opportunity to play in full ball games before they play regulation softball.
- The game has been altered from softball to meet the physical capabilities of children while teaching them the basics of softball through the pre-game “Learn to Play” and “Blastball” program.
- These programs will start at 6:15pm with drills, games and activities that will encourage the children to develop softball skills while having fun.
- The actual T-Ball game starts at 7:00pm.
- T-ball teams may be comprised of up to eleven (11) players.
- In the OAFAs, we attempt to keep the team size around nine (9).
- Each team member present participates in each game.
- An official umpire is usually a volunteer parent from one of the teams; usually the home team.

T-BALL BLASTBALL PLAYING RULES

PLAYING FIELD

- T-ball is played on a regular softball field, however the dimensions are altered as follows:
- The distance between home plate and the pitcher’s mound is eight (8) metres (25'8")
- The distance between the bases is twelve (12) metres (39')
- A 1.22 metre (4') semicircle is drawn in front of the home plate between the first and third base lines.

This area is also designated as foul territory.

EQUIPMENT

Batting Tee: A batting tee is provided by the OAFAs. This tee shall be placed on home plate and is utilized for all batting.

Bases: A Blast Ball base will be used at 1st, 2nd and 3rd base.

Bats: A modified bat, supplied with the BlastBase, is used. While children will try after a few games to use a regulation softball bat, coaches should monitor the players to ensure the size and weight is suitable to the child.

Catcher’s Mask: A helmet with cage is provided in the Green Box for the safety of the catcher while behind the plate.

Batter’s Helmet: Helmets are mandatory and are to be provided by players and worn for safety while on deck, at bat, and running the bases. Helmets are recommended to be worn by players in the infield.

Shoes: Players must wear running shoes. Non-metal cleats are permitted if desired.

PUTTING THE BALL IN PLAY

The umpire places the ball on the batting tee and when everyone is in position, calls “play ball”. As the batter swings the bat, the ball is in play. Once the ball is hit, normal softball rules apply with respect to the batter or base runner being put out. The exception is the requirement for the ball to be hit past the 1.22 metre circle in fair territory. If the ball lands in the 1.22 metre (4’) circle and stays there, the umpire declares a foul ball.

BLAST-BALL PLAYING RULES

- 2.1. Baseball caps are optional. Long pants are mandatory. Capri style pants are not allowed. The Umpire shall not allow a player wearing pants that do not provide suitable leg protection to participate in a game. Running shoes or non metal cleats are the only shoes permitted to be worn.
- 2.2. Normal softball rules apply pertaining to fair and foul balls with the exception of the 1.22 metre (4 ').
- 2.3. Foul balls and missed swings do not count as strikes. (Patience during the early part of the season is expected with respect to swinging and hitting the tee rather than the ball. (Remember, we are trying to teach to have **FUN** and it is a game for the kids, not the parents).
- 2.4. No bunting.
- 2.5. The infield fly rule does not apply. Teach them to run when the ball has touched the ground.
- 2.6. No stealing bases.
- 2.7. Runners advance on fair batted balls only.
- 2.8. **No extra bases will be awarded for out of play throws or missed or passed balls. The intent at this stage is to teach the appropriate play, not accuracy.**
- 2.9. The ball is considered dead when returned to the pitcher or the catcher in their proper positions.
- 2.10. The game shall consist of three full innings, regardless of which team is ahead. **The scores are not important at this level.**

OFFENSIVE PLAY

- 2.11. The coach will list a batting order that includes every player on the team who is present for the game.
- 2.12. Each player will bat in the order listed on the game sheet.
- 2.13. An offensive team shall bat through their entire batting order during an inning. A side shall be retired during a half inning once their complete batting order has come to bat and the last player has hit and either rounded all the bases, touching home plate, or been put out at home plate.
- 2.14. Each player who legally crosses home plate shall count as one run.
- 2.15. The umpire and defensive team shall be notified of the last batter coming to bat in each inning.

DEFENSIVE PLAY

- 2.16. Teams may field all players in defensive positions. If more than nine (9) players are fielded, the excess players shall take up positions in the outfield. All outfielders shall play at least 3 metres behind the baselines.
- 2.17. No defensive player shall be allowed to field a batted ball in the home plate or semi-circle area unless it is a fly ball.
- 2.18. Up to 5 defensive coaches may remain on the playing field to instruct their

players on fielding the ball and identifying where to throw the fielded ball. If 3 are used in the infield, two should be positioned in the in foul territory at 1st base and 3rd base. The other can be behind second base, while 2 more in be in the outfield.

- 2.19. Any defensive player fielding a batted ball should attempt a put out.
- 2.20. The final out of each half inning has to be made at home plate.

3.0 ATOM MODIFIED AND ATOM REGULAR PROGRAMS

- There will be a pre-game practice session held in conjunction with each scheduled game. These sessions are to follow the “Learn To Play” manual and are designed to improve skills with a fun and active approach. The Atom Modified session will be about 40 minutes in length. The Atom Regular session will be about 30 minutes, and will take place until the third week of June.
- Pitching will go from a defensive role to an offensive role. The “offensive” pitcher in the Atom Modified division will be the coach. The “offensive” pitcher in the Atom Regular division will be a player designated from the team at bat.
- One umpire will be assigned for each game in the Atom Regular division. A parent volunteer from each team (one plate umpire and one base umpire) will be required to umpire for the Atom Modified division.

ATOM MODIFIED AND ATOM REGULAR PLAYING RULES

- 3.1. No jewelry (except medical alert bracelets) is permitted.
- 3.2. Long pants are mandatory and Capri style pants are not allowed. The Umpire shall not allow a player wearing pants that do not provide suitable leg protection to participate in a game.
- 3.3. Running shoes or non-metal cleats are the only shoes permitted to wear.
- 3.4. Batting helmets are mandatory at bat, and the Oafa recommends the use of face guards on the batting helmets.
- 3.5. The “offensive” pitcher will pitch to his or her team. Both of the “offensive” and “defensive” pitchers must wear a batting helmet on the field of play. Players that are playing the infield are recommended to wear their helmet also.
- 3.6. Each “at bat” will consist of no more than five pitches, be they strikes, balls or foul balls. At the discretion of the league/convenor the games at the beginning of the Atom Regular season may allow for the coach to pitch 5 pitches rather than a player from that team. The onus is on the batter to hit a fair ball within the five-pitch limit. **Exception:** when the batter is hit by a pitched ball, or when the “offensive” pitcher touches or is hit by the batted ball, the play will be considered dead and the count resumes as it was before the pitch.
- 3.7. **A pitch will not be counted as one of the allotted of pitches if it is pitched behind the batter’s back. The umpire will call “no pitch” and the number of pitches will resume as it was before. If the batter does hit it, play will be stopped and base runners will go back to their original base.**
- 3.8. Base on balls will not be in effect. In order to reach a base, the batter must hit a fair ball without legally being put out.
- 3.9. Strikeouts will only occur where a player fails to hit a fair ball within the five-pitch limit.

- 3.10. Batters who throw their bats may be called out, at the umpire's discretion.
- 3.11. The infield fly rule does not apply.
- 3.12. Three outs per each ½ inning apply.
- 3.13. Base stealing will not be allowed. Runners can advance only on a ball hit fair.
- 3.14. Any base runner that leaves a base while the pitcher has possession and control of the ball in the pitcher's circle can be declared out by the umpire. This is considered a leadoff. Runners can only lead off when the batter makes contact with the ball, or in anticipation of such (ie. when the ball crosses the plate).
- 3.15. No pinch runners are allowed in either level of Atom play at any time. The only exception is if a batter runner or base runner is hurt during a play and would still be on base.
- 3.16. **The 'Out-of-Play' rule is in effect in Atom regular**, but not in effect in Atom modified. **'Out of Play' rule:** On a fair hit ball, runners are awarded 2 bases from the last base possession, if the ball is thrown, hit or deflected out of play (BEYOND THE FENCE LINE)
- 3.17. **Missed or Passed Ball rule: If on a missed or passed ball thrown to 1st or 3rd base, that has not gone out of play, the runner is not permitted to advance beyond that base;**
- 3.18. **if the runner had not yet reached the base at the time of the missed or passed ball.**
- 3.19. **if the runner had not yet made an attempt to run to the next base. THIS IS TO ENCOURAGE ANY AND ALL, DEFENSIVE PLAY ATTEMPTS, AND TO ENCOURAGE APPROPRIATE BASE RUNNING.**
- 3.20. The defensive team will field nine (9) players plus two (2) rovers in the outfield. The "defensive" pitcher will be permitted to stand in the pitching circle. This player must not interfere in any way with the pitching, however he/she will have free access to the ball once it is hit. For this purpose, it is suggested that the player situate himself/herself at the side or behind the pitcher until the pitch is executed. **The 5 outfielders must situate themselves at least 3m behind the base paths at the start of each pitch.**
- 3.21. **Play stops and "time" will be called by the umpire when he/she feels that the ball is on its way to the pitcher (from an infielder) or on its way in to the infield (from an outfielder). An umpire can permit the runners to advance to the base they were going to if they were half way when time was called.**
- 3.22. In Atom Regular when it is the pitcher's turn to hit, he/she cannot return to the pitching position until he/she has completed his/her turn at bat, including base running.
- 3.23. Double Base Rule Explanation: This base consists of two bases combined as one, with one of the two bases coloured orange and installed to the foul side of the first base position. At any time when there is a play on the batter, the batter must touch the orange base. If they touch ONLY the white side they will be called out. Conversely the fielder must touch ONLY the

white base, or else the runner will be called safe. In instances where there is no play on the batter they may use the white or orange base. Once the batter has successfully reached first base only the white base is used.

- 3.24. In Atom Modified, defensive coaches are permitted to coach from the sidelines beyond first and third bases but must stay in foul territory. They must not interfere with either the players or the umpires. In Atom Regular, defensive coaches are not permitted on the field of play. They can coach from behind the fence line. Coaches can go out at the beginning of each defensive inning to help position them.
- 3.25. **Inning Mercy Rule.** There shall be a maximum of four (4) runs scored in any one half inning.
- 3.26. **Official Game.**
- 3.26.a. Five innings shall constitute a game. Three innings shall constitute a game if it is called by the umpire on account of darkness or weather. Two and one half completed innings shall constitute a game if the home team is leading and the game is called by the Umpire.
 - 3.26.b. There shall be no extra innings played in any divisional games during the regular season. Ties will not be broken.
 - 3.26.c. No new inning will start after 7:45pm. An inning that is in progress at this time shall be deemed the last inning, for an official game.
- 3.27. **Game Mercy Rule.** There will be no game mercy rule in the atom divisions. Let the kids bat and practice their hitting and fielding skills.

4.0 MITE 3-PITCH PROGRAM

- There will be a pre-game practice session held in conjunction with each scheduled game. These sessions are to be designed to improve skills with a fun and active approach.
- Pitching will go from a defensive role to an offensive role. The “offensive” pitcher will pitch to his or her own team and will be designated from the team at bat.
- One umpire will be assigned for each game. In the wrap up tournament there may be two umpires.

MITE 3-PITCH PLAYING RULES

- 4.1. No jewelry (except medical alert bracelets) is permitted. Long pants are mandatory and Capri style pants are not allowed. The Umpire shall not allow a player wearing pants that do not provide suitable leg protection to participate in a game. Running shoes or non-metal cleats are the only shoes permitted to wear. Batting helmets are mandatory at bat, and the Oafa recommends the use of face guards on the batting helmets.
- 4.2. The “offensive” pitcher will pitch to his/her own team and will be designated from the team at bat. Offensive and defensive pitchers must wear a batting helmet on the field of play.
- 4.3. Each “at bat” will consist of no more than three pitches, be they strikes, balls or foul balls. At the discretion of the league/convenor the games at the beginning of the season may allow for 5 pitches rather than 3 pitches. The onus is on the batter to hit a fair ball within the three-pitch limit. **Exception:** when the batter is hit by a pitched ball, or when the offensive pitcher touches or is hit by the batted ball, the play will be considered dead and the count resumes as it was before the pitch.
- 4.4. **A pitch will not be counted as one of the allotted of pitches if it is pitched behind the batter’s back. The umpire will call “no pitch” and the number of pitches will resume as it was before. If the batter does hit it, play will be stopped and base runners will go back to their original base.**
- 4.5. Base on balls will not be in effect. In order to reach a base, the batter must hit a fair ball without legally being put out.
- 4.6. Strikeouts will only occur where a player fails to hit a fair ball within the three-pitch limit. Batters who throw their bats can be called out, at the umpire’s discretion.
- 4.7. The infield fly rule does **not** apply.
- 4.8. Three outs per each ½ inning apply.
- 4.9. Base stealing will **not** be allowed. Runners can advance only on a fair ball hit and can continue to advance, at their own risk, if a thrown ball is missed on the attempted play.
- 4.10. Any base runner that leaves a base while the pitcher has possession and control of the ball in the pitcher’s circle will be declared out by the umpire.

This is considered a leadoff. Runners can only lead off after the ball leaves the pitcher's hand.

- 4.11. The "out of play" rule is in effect: On a fair hit ball, runners are awarded 2 bases from the last base possession, if the ball is thrown, hit, or deflected out of play (BEYOND THE FENCE LINE). THIS IS TO ENCOURAGE DEFENSIVE PLAYS WITH BACK UP COVERAGE.
- 4.12. The defensive team will field nine (9) players, one of which is the "defensive pitcher" who will be permitted to stand in the pitching circle. This player must not interfere in any way with the pitching, however he/she will have free access to the ball once hit. For this purpose, it is suggested that the player situate himself/herself at the side or behind the pitcher until the pitch is executed. The 3 outfielders must situate themselves at least 3m behind the base paths at the start of each pitch.
- 4.13. Play stops and "time" will be called by the umpire when he/she feels the ball is on its way to the pitcher. An umpire can permit the runners to advance to the base they were going to if they were half way when time was called. When it is the pitcher's turn to hit, he/she cannot return to the pitching position until he/she has completed his/her turn at bat, including base running.
- 4.14. Double Base Rule Explanation: This base consists of two bases combined as one, with one of the two bases coloured orange and installed to the foul side of the first base position. At any time when there is a play on the batter, the batter must touch the orange base. If they touch ONLY the white side they will be called out. Conversely the fielder must use ONLY the white base, or else the runner will be called safe. In instances where there is no play on the batter they may use the white or orange base. Once the batter has successfully reached first base only the white base is used.
- 4.15. Inning Mercy Rule. There shall be a maximum of four (4) runs scored in any one half inning. This rule does not apply in the last inning of the game. See **Rule 4.17**.
- 4.16. Official Game.
 - 4.16.1. Five innings shall constitute a game. Three innings shall constitute a game if it is called by the Umpire on account of darkness or weather. Two and one half completed innings shall constitute a game if the home team is leading or tied, and the game is called by the Umpire.
 - 4.16.2. There shall be no extra innings played in any divisional games during the regular season. Ties will not be broken.
 - 4.16.3. A new inning begins when the 3rd out of the preceding inning is made, or when the home team's bat is over due to an inning mercy.
 - 4.16.4. No new inning will commence after 8:00pm. Any new inning commencing at or after 7:45pm shall be deemed the last inning, for an official game.
 - 4.16.5. A game may not have the last inning rule applied if the visiting team did not have the opportunity to do so, then the home team will not have the opportunity either.
- 4.17. Last Inning Rule: The start of the last inning shall be decided by **Rule 4.16.4**. In the last inning;

- if the visiting team is behind by more than 6 runs, they will be limited to the run differential at the start of their bat plus 1 run.
- if the visiting team is behind by less than 6 runs, they will be allowed to score a maximum of 6 runs.
- if the visiting team is ahead, they can only score a maximum of 6 more runs.
- if the home team is behind they will be limited to the run differential at the start of their bat plus 1
- if the home team is ahead before their bat or at any time during, the game is considered over.

4.18. Game Mercy Rule. A game shall be terminated by the Umpire if there is a score differential of 12 or more runs after 4 complete innings of play.

5.0 SQUIRT PLAYING RULES

- 5.1. No jewelry (except medical alert bracelets) is permitted. Long pants are mandatory and Capri style pants are not allowed. The Umpire shall not allow a player wearing pants that do not provide suitable leg protection to participate in a game. Running shoes or non-metal cleats are the only shoes permitted to wear. Batting helmets are mandatory at bat, and the Oafa recommends the use of face guards on the batting helmets.
- 5.2. The infield fly rule does apply.
- 5.3. The dropped 3rd strike rule does **not** apply. Batters are automatically out.
- 5.4. Base stealing will be allowed. Runners may lead off after the ball leaves the pitcher's hand. Any base runner that leaves a base while the pitcher has possession and control of the ball in the pitcher's circle will be declared out by the umpire. This is considered a leadoff.
- 5.5. The "out of play" rule does apply: On a fair hit ball, runners are awarded 2 bases from the last base possession, if the ball is thrown, hit, or deflected out of play.
- 5.6. A pitcher may pitch during a maximum of twelve (12) outs, anytime throughout the game. A pitcher, being used as a call-up, shall not replace a designated team pitcher who is present and able to pitch during the game, nor will a called-up pitcher pitch during more outs in that game than any of the designated pitchers. See Operating **Rule 1.18** re. call-up pitchers and designated pitchers.
- 5.7. Double Base Rule Explanation: At any time when there is a play on the batter, the batter must touch the orange base. If they touch **ONLY** the white side they will be called out. Conversely the fielder must use **ONLY** the white base or else the runner will be called safe. In instances where there is no play on the batter they may use the white or orange base. Once the batter has successfully reached first base only the white base is used.
- 5.8. **Inning Mercy Rule.** There shall be a maximum of six (6) runs scored in any one half inning. This rule does not apply in the last inning of the game. See **Rule 5.10** .
- 5.9. **Official Game.**
 - 5.9.1. Seven innings shall constitute a game. Five innings shall constitute a game if it is called by the Umpire on account of darkness or weather. Four and one half completed innings shall constitute a game if the home team is leading and the game is called by the Umpire.
 - 5.9.2. There shall be no extra innings played in any divisional games during the regular season. Ties will not be broken.
 - 5.9.3. A new inning begins when the 3rd out of the preceding inning is made, or when the home team's bat is over due to an inning mercy.
 - 5.9.4. No new inning will commence after 8:00pm. Any new inning commencing at or after 7:45pm shall be deemed the last inning, for

an official game.

5.9.5. A game may not have the last inning rule applied if the visiting team did not have the opportunity to do so, then the home team will not have the opportunity either.

5.10. **Last Inning Rule:** The start of the last inning shall be decided by **Rule**

5.9.4. In the last inning;

- if the visiting team is behind by more than 8 runs, they will be limited to the run differential at the start of their bat plus 1 run.
- if the visiting team is behind by less than 8 runs, they will be allowed to score a maximum of 8 run runs.
- if the visiting team is ahead, they can only score a maximum of 8 more runs.
- if the home team is behind they will be limited to the run differential at the start of their bat plus 1
- if the home team is ahead before their bat or at any time during, the game is considered over.

5.11. **Game Mercy Rule.** A game shall be terminated by the Umpire if there is a score differential of 15 or more runs after 5 complete innings of play.

6.0 NOVICE/PEEWEE, BANTAM, MIDGET & JUNIOR PLAYING RULES

- 6.1. No jewelry (except medical alert bracelets) is permitted. Long pants are mandatory and Capri style pants are not allowed. The Umpire shall not allow a player wearing pants that do not provide suitable leg protection to participate in a game. Running shoes or non-metal cleats are the only shoes permitted to wear. Batting helmets are mandatory at bat, and the OAFAs recommends the use of face guards on the batting helmets.
- 6.2. The infield fly rule does apply.
- 6.3. The dropped 3rd strike rule does apply. Batters can run to first base if the catcher fails to catch the third strike before the ball touches the ground; when there are less than 2 outs and first base is unoccupied, and anytime there are 2 outs.
- 6.4. Base stealing will be allowed. Runners may lead off after the ball leaves the pitcher's hand.
- 6.5. Any base runner that leaves a base while the pitcher has possession and control of the ball in the pitcher's circle will be declared out by the umpire. This is considered a leadoff.
- 6.6. Double Base Rule Explanation: At any time when there is a play on the batter, the batter must touch the orange base. If they touch ONLY the white side they will be called out. Conversely the fielder must use ONLY the white base, or else the runner will be called safe. In instances where there is no play on the batter they may use the white or orange base. Once the batter has successfully reached first base only the white base is used.
- 6.7. **Inning Mercy Rule.** There shall be a maximum of six (6) runs scored in any one half inning. This rule does not apply in the last inning of the game. See **Rule 6.9**.
- 6.8. **Official Game.**
 - 6.8.1. Seven innings shall constitute a game. Five innings shall constitute a game if it is called by the Umpire on account of darkness or weather. Four and one half completed innings shall constitute a game if the home team is leading and the game is called by the Umpire.
 - 6.8.2. There shall be no extra innings played in any divisional games during the regular season. Ties will not be broken.
 - 6.8.3. A new inning begins when the last out of the preceding inning is made, or when the home team's bat is over due to an inning mercy.
 - 6.8.4. No new inning will commence after 8:00pm. Any new inning commencing at or after 7:45pm shall be deemed the last inning, for an official game.
 - 6.8.5. A game may not have the last inning rule applied if the visiting team did not have the opportunity to do so, then the home team will not have the opportunity either.
- 6.9. **Last Inning Rule:** The start of the last inning shall be decided by **Rule 6.8.4**. In the last inning;
 - if the visiting team is behind by more than 8 runs, they will be limited to the run differential at the start of their bat plus 1 run.
 - if the visiting team is behind by less than 8 runs, they will be allowed to score a maximum of 8 runs.
 - if the visiting team is ahead, they can only score a maximum of 8 more runs.

- if the home team is behind they will be limited to the run differential at the start of their bat plus 1
- if the home team is ahead before their bat or at any time during, the game is considered over.

6.10. **Game Mercy Rule.** A game shall be terminated by the Umpire if there is a score differential of 15 or more runs after 5 complete innings of play.