



Ohio Premier Baseball League Rules

1. All league play shall be governed by Ohio High School Baseball Rules. Only those exceptions specifically listed herein shall be applicable.
2. Player eligibility
 - A. Players must be of the age, or younger, of their respective age level on April 30th of the current year. For example, a 12u player must be 12 years old or younger on April 30th of the current season; the player cannot turn 13 prior to May 1st.
 - B. A player is not eligible to play until the player and a parent have signed the Ohio Premier Baseball League Roster, Medical, and Liability Form.
 - C. Birth Certificates must be present for each player on the roster at all games.
 - D. Players may only be rostered on one team.
 - E. No player may be added to the roster after June 1st each year.
 - F. Roster limit per team is 15 player maximum.
3. Field Dimensions
 - A. 9U- Pitching Rubber (43'-46'), Base Path (60'-65')
 - B. 10U- Pitching Rubber (43'-46'), Base Path (60'-65')
 - C. 11U- Pitching Rubber (50'-54'), Base Path (70'-75')
 - D. 12U- Pitching Rubber (50'-54'), Base Path (70'-75')
 - E. 13U- Pitching Rubber (54'), Base Path (80'-85')
 - F. 14U- Pitching Rubber (60'6"), Base Path (90')

4. Equipment

- A. Baseballs must be leather covered and rated for use within your teams' age range or older. Baseballs will be able to be purchased through the league as well.
- B. There are no bat length, barrel diameter, or length/weight differential limitations in 9U-14U.
- C. N.O.C.S.A.E. approved batting helmets must be worn by batters, base runners, and on deck batters. Catchers must wear protective helmet, mask, chest protector, shin guards, and protective cup. Players warming up pitchers must wear a protective mask.
- D. Only rubber or plastic spikes are allowed from 9U-12U. Metal spikes may be used at 13U and 14U.
- E. Bats for 9U-12U must have the BPF 1.15 stamp on them to be used in this league. Bats for 13U-14U must have the BPF 1.15 stamp and be no more than -5 weight/length (commonly known as a drop-5 bat) or have the BBCOR .50 stamp and be no more than -3 weight/length (commonly known as a drop -3 bat).

5. Game Play

- A. A minimum of 9 players is required to start a game.
- B. Games will be 6 innings for 9U-12U and 7 innings for 13U-14U, however innings necessary to break a tie are permitted. A 15 run rule shall apply after the 4th inning has been completed (3 ½ innings completed if the home team is ahead) in a 7 inning game or after the 3rd inning has been completed (2 ½ innings completed if home team is ahead) in a 6 inning game. A 10 run rule shall apply after the 5th inning has been completed (4 ½ innings completed if the home team is ahead) in a 7 inning game or after 4th inning has been completed (3 ½ innings completed if home team is ahead) in a 6 inning game.
- C. Once a pitcher has been removed from the pitching position, he may not return to the pitching position in that game.
- D. Two trips to the mound per inning (per pitcher) and the pitcher must be removed.
- E. Base runners must avoid malicious contact at all times. If an umpire determines there was malicious contact on any play the player will be ejected for the game

6. Game Time

- A. There will be a 15 minute grace period for a late start
- B. If the team shows after the 15 minute grace period the on time team has the option of taking the forfeit. However, if both teams agree to play the game it will be official and the grace period is waived.
- C. If the umpire does not show after 15 minutes from the original start time, manager may do the following:
 - Mutually agree to cancel the game
 - Mutually agree to wait an additional amount of time
 - Call Division Coordinator

7. Umpires

- A. A pre-game umpires/coaches meeting will be conducted before the start of every game to go over ground rules.
- B. 9U-12U require at least one Ohio High School registered umpire.
- C. 13U-14U require at least two Ohio High School registered umpires.
- D. Payment of all umpires will be done through the league. Do not pay umpires at games.

8. Weather or Darkness

- A. The home coach or field manager is responsible for calling the game due to weather or darkness prior to the start of the game.
- B. The umpire is responsible for calling the game due to weather or darkness once the game has started.
- D. If a game is called due to weather or darkness, it will be a completed game if official (after the 5th inning has been completed(4 ½ innings completed if the home team is ahead) in a 7 inning game or after the 4th inning has been completed (3 ½ innings if the home team is ahead) in a 6 inning game). The game can end in a tie if it is considered a completed game. If the game is not yet official, it will be picked up from the point of suspension and rescheduled through the Division coordinator at a later date that both teams mutually agree on.

9. Rescheduling Games

- A. Once scheduled and the game is cancelled, the coaches must contact the Division Coordinator within 24 hours to reschedule the game. If they do not contact the Division Coordinator within 24 hours, the Division Coordinator will call both coaches and reschedule the game.

10. Reporting Scores

- A. The winning team will email both team names and final score to asteinbrunner@sbasportstournaments.com within 6 hours after the game.

11. Standings

- A. Final Standings will be based on winning percentage. All League games must be played before the end of the season. If all games have not been completed you get the last seed for the tournament as opposed to where you actually finished.
- B. Final Standing Tie Breakers
 - a. Head to head competition within the League
 - b. Least runs allowed within the League
 - c. Coin Flip

12. Batting Rules

- A. In all League games, each team has the option to:
 - a. Roster Bat with Free Substitution
 - b. Use a DH
 - c. Use an EH
 - d. Use a DH and an EH
 - e. Play 9 Bat 9
- B. Both teams are not required to select same option; however each team must play entire game with their choice.
- C. No Courtesy Runners allowed
- D. Roster Batting with Free Substitution
 - a. Continuous batting order will be used and all players in uniform must be in the batting order. An injured player or a player being disciplined may be withheld from the batting order as long as it is communicated with opposing coach before game starts. In a continuous batting order, the spot occupied by an ejected player is an automatic out for the rest of the game. Free substitution can be used defensively, except for the pitcher.
- E. If a player is ejected, and no eligible substitutes are available, the ejected player's spot is an automatic out for the rest of the game.
- F. The Ohio High School re-entry rule will be in effect (Starters may re-enter once in their same spot in the batting order). Non-starters may not re-enter.

- G. DH rules are the Ohio High School DH rules.
- H. EH rules
 - a. EH can play defense
 - b. If EH is used, he must be used for the entire game
 - c. If EH is used, all 10 players must bat and any 9 players can play defense. Batting order must remain the same but defensive positions can change
 - d. EH can be substituted for at any time, and then the substitute becomes the EH. The substitute must be a player who has not yet been in the game.

13. Pitching Rules

- A. Pitchers may throw a maximum of 3 innings per game in a 6 inning game and 4 innings per game in a 7 inning game.
- B. No Pitch Counts
- C. No days rest
- D. One pitch constitutes an inning pitched
- E. Coaches please use good judgement with your pitchers. We do not want to hurt young arms. Make sure they are getting proper days rest as you see fit as their coach.