GENERAL RULES FOR ALL DIVISIONS

GENERAL PURPOSE
To inspire the youth of Daviess Co. regardless of race, creed or color to practice the highest ideals of sportsmanship and physical fitness. To bring our youth closer together through the means of a common interest through fellowship and athletic competition. To encourage adults to behave in an adult like manner when supervising the youth. To keep the welfare of the youth foremost and free from any adult compulsion for power and glory. To instill in the youth of Daviess Co. morality and fellowship with their fellow teammates.

GENERAL RULES

NEWLY FORMED TEAMS

Once a player has been drafted or picked as a coach’s option that player MUST remain on that team until the player moves up to a higher division. An exception to this rule is a returning player who signs up after the draft, will go back into the pool to be placed on the team with the least # of players. NOTE: Only the head coach has a pick as a coach option, there are no coach options for the assistant coaches.

Team roster size may not exceed 12 players or fall less than 8 players for league play (except for special consideration and permission by the WDC Cal Ripken board which may allow a maximum roster of 14 players). A team with less than 8 players shall forfeit that game. Team can play with 8 players. Ninth batter is an out unless it is the third out. If additional players arrive, they will go to the bottom of the batting line up.

The order of the draft will be determined by the number of players returning to each team with the team with the fewest returning players having the first pick. The team with the next fewest returning players have the second pick, etc. In the case of a newly formed team, that team will be considered to have the least numbers of players and will receive the first draft pick.

Siblings of players already on the team must be exercised by the third round of the draft. (Note) If two or more siblings are in the draft together, they both must be taken at the same time. The other teams will then catch up on the next round in the draft.

Each team will receive one draft choice on the first and second rounds of the draft. Commencing with the third round, the team with the least number of returning players will draft players until the number of its players become even with the number of players on the team with the next fewest returning players. If there are more than two teams participating in the draft, these two teams will then alternate picks until both become even with the number of players. Draft choices will alternate from team to team until each team reaches maximum roster size.
EXAMPLE

- Team 1 has 10 returning players
- Team 2 has 8 returning players
- Team 2 gets 1st pick = 9 players
- Team 1 gets 1st pick = 11 players
- Team 2 gets 2nd pick = 10 players
- Team 1 gets 2nd pick = 12 players

At this time, team 2 gets the next 2 picks. Team 1 must wait to pick again until team 2 catches up with 12 players. The team will then alternate on a ratio of one to one until all players are chosen or roster size reaches 12 players.

Newly Formed Teams

All players that played the previous season will remain on that team as long as the same Head Coach returns. Newly formed teams will be made up with the player in the draft.

Games called due to Weather

Games called because of the weather will be played on the next two open opportunities where field is available and both teams are not scheduled for other games. Rescheduling of the game will be done by the home team playground president at the time of the rainout cancellation. (If the playground president is unavailable or weather is severe enough to not allow for scheduling at that times, then the playground president will contact the visiting coach within 48 hours to reschedule the game.) The make-up game must be rescheduled at the time of the rain out or within the following 48 hours. If the first rain make-up is rained out, then the next available open field date will be the next make up opportunity. If either team does not agree with the date/time, a forfeit will be incurred.

Forfeit

A forfeit will be decided by the ODC Cal Ripken Board Member and not the coaches. There must be a legitimate reason for not being able to play the proposed make-up dates.

Game Rain Out

If a game is called due to weather after 3 ½ complete innings and the home team is ahead by 1 or more runs or the visiting team is ahead by 6 or more runs, then it will be considered a complete game. If the game is called before the end of 3 ½ innings, the game must be rescheduled using guidelines listed in “Games called due to Weather”.
**Resuming a Rained-out Game**

Games must resume from the point at which the game ended due to the rain out (Innings, Outs, Runs and Batting Count). Should a player that was on base or batting in the original game be absent from the make-up game, then the batting order and players on base will move up a position. Any player absent from original game roster will be considered an out. If there was a substitute in the original game that has not played any innings, he/she must then play his/her required two innings in the make-up game and cannot be taken out of the game until the mandatory play rule is satisfied. Any player who has played a total of two innings in the original game and/or the make-up game can be subbed at any time after satisfying the mandatory play rule.

**All Lights Out at 9:30 pm on School Nights**

Policies laid out by the lease agreement with Daviess County Public Schools requires all lights to be out by 9:30 pm on school nights. All games will be called at 9:20 pm on school nights regardless of the outs in the inning or the score to allow players and spectators to safely vacate the premises. If the inning is not complete, the score should go back to the last complete inning. No new inning shall start after 9:10 pm on school nights. If the game is tied after the home team bats and the time is past 9:15, the game will be considered a tie.

**Official Game Book/Time**

The home team coach will be responsible for the official game time. The home plate umpire and the head coach of the visiting team will agree to this. This time must be written on the official record and the official book. (NOTE: Home team scorebook will be the official book and the official game record is located in the concession stand).

**Official Game Record**

Within 48 hours after a game, the home team coach shall access the provided team’s website either through the internet or the App and load the game score. **If coach does not fill out the game record, then the team will forfeit (1) win for each record not filled out at the end of the season when tournament seeding is done.**

**Missing Practice**

If a player continuously misses practice for reasons other than school, church functions or family related misfortunes, the coach of the player can ask the ODC Cal Ripken Board to wave the players play rule. This will apply to discipline problems with the player.

**Game Rosters**

Both teams must provide other team with a game roster prior to start of game. Once game has started, rosters may NOT change. No additions to roster will be allowed for late arriving players. If player included on roster is unavailable to bat, that position in the roster will be considered an out unless it is the 3rd out.
ODC Peanut League Rules

Time Limit
ALL games will end on time limits, on back to back games when fall on School nights. NO EXCEPTIONS!
There will be a 1 hour 15 min. time limit for all games. During the regular season, any game tied at the end of
the time limit will be considered a tie. Any game tied during the tournament will be decided utilizing
International Tie-Breaker Rules. Each at bat during tie-break innings will start with two outs. The last batter of
the previous inning shall be placed at 2nd base for each tie break inning until the tie is broken. Batting order
shall proceed as normal. Game is over once the tie is broken after the home team’s offensive chance. Under
no circumstances shall the All Lights Out requirement from above be violated when school is in session.

Protective Equipment
All male players are required to wear an athletic cup. All batters and base runners are required to have a
protective face guard attached to the helmet. A batter will not be allowed to bat without the appropriate face
cage on their helmet. If a batter cannot utilize the appropriate helmet, they should be called out. It is
recommended that players wear protective chest protectors under their jersey. It is also recommended, but
not required, that any player occupying the pitching position wear a face mask.

Run Rule
There will be a maximum of (5) runs per inning for Peanut.

Mercy Rule
If a team falls behind by (11) runs at the end of the fourth inning, the game will be called. If a team falls
behind by (6) runs at the end of the fifth inning, the game will be called.

Coaches
The intent of the Peanut Division is to teach the fundamental basics of the game of baseball. The League
expects coaches to teach these fundamentals in a manner that embraces player development and allows kids
from both teams to have fun during the course of a game. Peanut is not intended to be a “competitive”
division.

During offense, a team may have a coach at the pitching position, first base, and third base. Any of those
three coaches may direct the action of the batters and runners. No other coaches shall occupy the field. The
coach at the pitching position may not leave the pitching mark to position a batter in the batter’s box. Under
no circumstance shall any of the coaches use physical contact with a player in order to get them to advance
bases while the ball is live. Any player that is contacted by a coach while the ball is live will automatically be
out. During defense, a coach(es) may occupy the field in the grass area in foul territory. Only one coach may
occupy the left field area and one may occupy the right field area. No other coaches shall occupy the field
during defense.
**Play Rule/Substitutions**

All players shall be placed in the batting order. (Game can be played with as few as 8 players.) There will be 10 players on the field defensively. Any player on a team in excess of 10 players must be placed in the field defensively after the first inning. With each new inning, the team coach must rotate the players on the bench back into the field and new players will sit on the bench the next half inning. Using this concept, no player should have to sit on the bench more than once a game. Special circumstances/exception to this would be an injury. Numbers of players greater than 12 on a roster may also place a player on the bench more 1 time during a game, **this of course would happen while still following the before mentioned mandatory rotation of players.** This allows all players to take part in almost the entire game. There will be 4 outfielders and 6 infielders(one of which is pitcher mound) on the field defensively. Once a player is placed in a defensive position, player shall remain in that defensive position for the inning. Each defensive player shall have at least one inning at an infield position. If a team of (9) players has a player sick or injured during the game, the team can continue to play and the injured or sick player will be counted as an out at his/her time at bat unless 3rd out. A team must not fall below (8) players or they will forfeit the game.

**Courtesy Runner for Catcher or an Injured Player**

A courtesy runner may be utilized only when the offensive team has 2 outs, or in the case of an injured player. The courtesy runner will be the player that received the last out. Injury must occur during game not before.

**Chatting**

Fielders may chat during the game but must not shout **SWING** at any time. Catchers may only talk to umpires, fellow teammates, and coaches.

**Peanut Game Balls**

Home playground will supply (5) balls at the concession stand; the home team coach will have the responsibility of returning the balls at the end of the game. Note: Game balls will be replaced as needed by the playground.

**Pitching Rules**

Peanut will be coach pitch from a distance of (25) feet from the back of home plate. **Each batter will receive a maximum of (5) balls thrown overhand from the Pitching Coach.** Batter may swing at all five pitches without striking out. If the batter fails to hit any of the five pitches, batter will be called out. If the last pitch is deemed unhittable by umpire, batter may receive another pitch. If batter fouls off the fifth pitch, batter will receive additional pitches. If any ball after the fifth pitch is not either put in fair play or foul tipped, the batter will be out. After three overhand pitches, the coach may elect to place the final two balls on a T. A player will have two attempts to put the ball in play off of the T. Any forward movement of the bat by the batter constitutes an attempt. A batter and coach may not take several practice swings to get the T “perfect” for the batter. If the ball is put into play on either one of the attempts, the defense shall have the opportunity to make any plays to achieve an out. Any hit off of a T will result in the batter getting no more than first base. Any forced runner will advance no more than one base. Any non-forced runner will remain at their base they occupied prior to the ball being hit off the T.
**Field Set Up**

The Infield positions will have hash marks at 41 feet on the 1st and 3rd base lines. These hash marks are there as a safety measure for the infield players. All players should stay behind these marks until the ball is hit.

**Play on a Runner**

Once a ball becomes live from a hit, a defensive player fielding the ball shall make an effort to throw the ball to the defensive player closest to the intended play. A player that fields the ball and is close to a runner may make an attempted out on the runner or may take position in front of the runner to achieve time without being required to throw the ball. A defensive player may not field a live ball and chase a runner or run to a base if another defensive player is in position to make the attempted play. For example, a defensive player playing the pitcher location may not field the ball between the pitcher mound and home plate and chase the runner to first with another defensive player taking position at first. If the pitcher fields the ball on the first base side of the field and does not have to “chase” the runner, he may make a reasonable attempt to get the runner out. “Chase” is considered to occur when the runner is physically past the defensive player while in route to the appropriate base. If, in the opinion of the umpire, a defensive player had an opportunity to throw the ball to another defensive player for the intended play, all runners shall advance one base. The only exception is if the pitcher fields the ball and attempts to makes a play at home. The pitcher may run to home for a force, may attempt to make a tag on a runner, or take position to achieve time without involving the catcher.

**Advancing Runners**

Runners may keep advancing until time is called by the umpire. However, if a thrown attempt is made for a play at first, or a thrown attempt is made for a force at third and the ball is overthrown, the ball becomes dead and all force runners shall advance one base. Coaches should take into consideration the purpose and intent of the Peanut division when choosing to send a runner on to second base. Coaches shall give the defensive team a legitimate chance to make a play and not circumvent the intent of this rule by sending a batter to second before the ball has a chance to make it to first on a routine play. For example, if a ball is hit slowly back to the pitcher and the pitcher charges the ball to field it yet the batter is almost to first before the pitcher can turn to make an attempted play at first, coaches should not attempt to send the batter to second. Teach players the proper base running techniques of running through first. No batter in the Peanut division should get a “homerun” off an infield hit.

**Calling for Time**

Peanut players must stop the lead runner and call for time. All runners must then stop. If a runner is halfway to the next base when time is called, they will advance to that base. (Judgment call from umpire). Calling of time consist of a defensive player with the ball being in proximity of the lead runner and the next advancing base such that advancement of the lead runner is not reasonably expected.
**Base Stealing**

Peanut players are not allowed to steal bases.

**Leaving Early**

Peanut players may not leave early. Leaving early will be counted as an out. (Judgment call by the umpire)

**First Base/ Safety Bag**

First base at each field is equipped with an orange safety base. The purpose of the safety base is to provide the runner a clear and safe path to run through first base without contact from a defensive player. If a defensive player makes contact with the runner while the runner is in direct path to the orange safety base, then the runner shall be declared safe. If the runner, running from home to first, does not attempt to contact the orange safety base and instead makes contact with the white base, any contact made from a defensive player making a play is legal and the runner is not protected.

**Tournament Rule**

League tournament for Peanut will follow league rules, unless otherwise stated. WDC Board will decide tournament sites, dates, and seeding. Each player **MUST** play 50% of league games to be eligible for league tournament, unless you get WDC Board approval.

**Protest Rule**

Protest will be allowed for rule infractions only. Protest **MUST** be declared before next pitch is thrown. A protest must be reported to a league representative within 24 hours. A $100 fee will be required for every protest. Which goes to home ballpark. **Judgment calls by umpires cannot be protested.**

**Rule Changes**

All rules must be approved by ODC Board

**ODC Cal Ripken History**

The Four West Daviess County Playgrounds, Burns, Sorgho, Southern Oaks, and Stanley have been Cal Ripken Sanctioned since a unanimous vote on March 26, 2009.

**These Rules were modified, reviewed, and Approved by the ODC BOARD March 10, 2021.**