

**2024**



**Rule Book**

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## Introduction

### 2024 Rule Changes and Updates

- Membership of leagues- Shall consist of regularly organized league teams playing a minimum of six league games. League games will be defined as any game against any OK KIDS registered and eligible team. Each registered team must meet OK KIDS player eligibility requirements.
- 8U Baseball Starting Line-up-Changed to 10 players (4 outfielders)
- Removed in 8U Baseball the rule of the pitcher cannot address the batter in fair territory. The pitcher may now address their batter.
- 8U-Run Rule-13 after 3, 7 after 4.
- In 6U t-ball the catcher may wear only a catcher's mask or helmet with mask only and not full gear.
- In 6U t-ball-there may be a Home plate coach (now allowed for Post Season Tournaments). Washita Canadian Valley League Rules and Regulations

### Washita Canadian Valley League Fees

T-Ball and Coach-Pitch (WCVL League Fees)... \$60.00 each  
Peewee, Midget (WCVL League Fees)..... \$60.00 each

OK KIDS Registration (Required by OKKIDS) .. \$25.00 each\*  
\*Paid directly to OKKIDS during team registration.

### Washita Canadian Valley Gate Fees

Gate admission to all season/tournament games \$5.00 adult  
Veterans and all persons Sixty-Five (65) and older \$3.00 adult  
Under Sixteen (16) years of age Free

### The Code of Sportsmanship

I will: \*Keep the rules  
\*Keep faith with my teammates  
\*Keep my temper  
\*Keep myself fit  
\*Keep a stout heart in defeat  
\*Keep my pride under in victory  
\*Keep a sound soul, a clean mind, and a healthy body.

## Points of Wisdom

1. The coach who controls his team helps the official to control the game.
2. The team is as good as its coach; the game is as good as its official. Both work toward the success of the game. Therefore, both should work as a team.
3. A good team can look better with good officiating. Therefore, cooperation toward better officiating helps the good team.
4. The official and coach are both striving toward success through excellent achievement. The coach teaches his players to play well. The official encourages them to play well through good officiating.
5. The official can do a better job when he is not badgered or intimidated. The coach can do a better job when he is not provoked or needled. Both should work toward preventing this.
6. Coaches and officials who back up each other need not back off from spectators or players.
7. Coaching is a public trust; so is officiating. Both work for the welfare of the players.
8. Players look good when the coach and official look good. Bizarre incidents and arguments take attention and credit away from the player.
9. The coach who wants an official to favor his team, and the official who does so, are both guilty of premeditated cheating.
10. Good officiating compliments good coaching. Both know and interpret rules similarly.
11. The coach's job is to teach. The official's job is to arbitrate. Neither should encroach on each other's duties.
12. The coach and official are worthy of the utmost respect. However, they must earn this respect through their actions.
13. To get others to do what you want them to do, you must see things through their eyes.
14. The coach and official set the example. Players follow it.
15. Dignified coaches and officials do not resort to childish regressions and behavior.
16. The coach who creates better working conditions for officials attracts better officials.
17. The official is a judge who prevents persecution. He should never be the object of it.
18. An alibi is like a crutch, it is only for the lame and weak.
19. Think big and your results will be big.

## **Section 1—Organization**

**A. WASHITA CANADIAN VALLEY LEAGUE PRESIDENT:** The WCVL President is in charge of all correspondence between the OK Kids Association and the Washita Canadian Valley League. He must work with the Board of Directors to secure all necessary paperwork to insure the league's continued participation in the OK Kids Association. His duties also include the notification of the Board of Directors of all WCVL meetings, presiding over these meetings, and the distribution of all rules and schedules. The WCVL President cannot be a Town Coordinator. Officers who willfully disregard the rules of this organization will be subject to suspension from serving in any leadership position within the Washita Canadian Valley League.

**B. BOARD OF DIRECTORS:** The Board of Directors is charged the responsibility of operating the baseball program, in keeping with the purpose and all things necessary for the efficient operation of the program under the Washita Canadian Valley League Rules. The Board could not hope to publish written rules covering all situations that will arise during the playing season. Should situations arise that are not covered by written rules, the board shall rule on the situation, if it deems necessary. Any deviation from a written rule will be prohibited.

The Board of Directors will consist of 1 representative from each town within the WCVL. This member will be the Town Coordinator.

The Board will elect a WCVL President, Vice-President, Treasurer and Secretary during its October meeting. A majority vote wins each post. The Board will also vote on any rule amendments. A majority vote will pass the proposal. In case a tie occurs during any vote, the WCVL President shall break the tie.

Absent members of the Board may give written proxy to his town's attending member. If no member from a town attends, no votes will be taken from that town.

The official League games are to be governed by the rules of the Oklahoma Secondary Schools Activities Association unless otherwise designated by the rules of the OK Kids Association or rules of the Washita Canadian Valley League.

Any misconduct with regard to financial affairs on the part of Board members, coaches, or anyone affiliated with the WCVL requires a full investigation by League officials, a hearing, and a vote for possible dismissal as well as full restitution of funds.

Board members who willfully disregard the rules of this organization will be subject to suspension from serving in any leadership position within the Washita Canadian Valley League.

**C. TOWN COORDINATOR:** A Town Coordinator will be selected by members of their respective town on or before March 1st. His primary duty will be to organize his league district in a manner that will permit the maximum number of players to participate. This includes securing coaches within his league district in all age classifications, collection and payment of all league fees, rosters, contract cards (Peewee teams and older only), and proof of age documents (birth certificates or hospital records).

If the town's league provides equipment for their teams, the Town Coordinator (or equipment manager) shall be ultimately responsible for the procurement and distribution of this equipment. Baseballs for all games to be played in your town must be provided by the town's organization.

Each Town Coordinator shall have an Alternate Representative that serves under him. The Town Coordinator may delegate any of the above stated responsibilities. However, the Town Coordinator must control all of these activities. The Town Coordinator may appoint a UIC for their ballpark. However, the responsibility for umpires falls with the Town Coordinator. The Coordinator should also arrange Field maintenance and preparation. The Town Coordinator is responsible for insuring that all coaches or parents that are on the field for any league practices or games has passed a background check. These must be completed yearly no exceptions..

Officers who willfully disregard the rules of this organization will be subject to suspension from serving in any leadership position within the Washita Canadian Valley League.

- D. COACHES:** To this group goes the job of working with the players—the reason we have this organization set up. Coaches shall volunteer their services. Coaches develop the kind of baseball program that will make a valuable contribution to each player. The coach is responsible for having all necessary rosters, contract cards, proof of age documents, and league fees collected and turned in to the Town Coordinator on time. If necessary he must also secure sponsorship for his team's uniforms and/or equipment.

Coaches who willfully disregard the rules of this organization will be subject to suspension from serving in any position within the Washita Canadian Valley League.

## **Section 2—Coaches and Scorekeepers**

- A.** All head coaches must be 18 years of age or older. There is no age limit on assistant coaches.
- B.** All coaches who are in the dugout or on the field at any time for all WCVL games must pass a criminal background check. Background checks will be provided to WCVL upon request.
- C.** Coaches or other team officials must not razz, abuse, or embarrass players of his or another team. Players are not to cast slurring or personal remarks or razz players of the opposing team.
- D.** Coaches or other team officials will absolutely refrain from comments or actions that disparage the decisions of any umpire before, during, or after the game.
- E.** Coaches are responsible for preventing parents and other adults of his group from umpire baiting or razzing umpires or players of opposing teams. Coaches who do not attempt to secure order will be reported by the umpires to the Town Coordinator for necessary action. The coaches who do not attempt to carry out the rules, policies, and intentions of the organization are subject to forfeiture of the game and suspension from further participation by the Board of Directors.
- F.** Coaches are required to have one person; either coach or player, in the third base coaches box while his team is at bat. If a player coaches a base, he must wear a batting helmet. In order to further the benefits and teaching of this program as they apply to the young players, the use of foul language is prohibited. There shall also be NO TOBACCO/VAPE PRODUCTS allowed inside the league ballparks.

- G.** Coaches must have records of each game kept in a permanently bound type official scorebook. This requirement is necessary by the fact that he may be called upon to prove the eligibility of resubstituted players or a starting or relieving pitcher. Failure to maintain such records may result in a team having to forfeit some games that it has won. Each coach must always be in a position to prove his pitching selections. The full names of players participating in the game will be listed exactly as registered with OKKIDS.
- H.** The starting and ending time of game, names of umpires, names of each pitcher and number of innings each pitcher pitched must be recorded. Both teams must have the head umpire sign their scorebooks at the end of the game to certify the above information. This must be done to prove such facts if a formal protest is filed against either team involved concerning such facts mentioned above. Home team book is official book during league play.
- I.** Coaches must report substitutions, before being made, to the head umpire and opposing scorekeeper. The scorekeeper may do this for the coach. The umpires must enforce this rule.
- J.** No coach or player of teams participating in the game will be allowed behind the backstop while the game is in progress. Scorekeepers must be on or near their team's bench. Penalty: coaches will be suspended for the rest of the current season.
- K.** Coaches have complete authority over their teams during scheduled games until such authority conflicts with that of the umpire; whose authority supersedes that of coaches.
- L.** Every coach and umpire must agree to read and comply with the Washita Canadian Valley League regulations and playing rules. Ignorance of these rules shall not be an excuse for not complying with them. Coaches and players are never to argue with the umpires over the interpretation of a rule. Should a difference of opinion on rule interpretation arise, only the head coach will have the authority to discuss any rule with the umpires. The coaches and players will be governed by such official rules and decisions as determined by the head coach and umpires.
- M.** Coaches must exert every effort possible to collect equipment and uniforms at the end of each playing season and notify the sponsor and/or Town Coordinator immediately of the location of such equipment.
- N.** Each team is limited to one head coach, two assistants, and one scorekeeper in the dugout during games. Failure to comply when asked to do so by the umpire will result in the forfeiture of the game.
- O.** No coach will be allowed outside the area directly in front of (within reaching distance) their team's dugout during the play of the game, except to coach first and third base while their team is at bat. T-Ball may have a batting coach, but there will be NO defensive coaches allowed. Coaches are allowed on the field when time is called to attend to an injury or conference with their player(s). PENALTY: Team warning for 1st offense. Next offense would result in ALL team coaches/scorekeeper being restricted to the confines of the dugout, except to coach bases or during time outs. Any further violation of this rule by any coaches/scorekeeper would result in forfeiture of the game.
- P.** Rules Meetings – In order to promote unity and education of our league's rules, the WCVL board of directors has mandated that each team's head coach must attend a rules meeting, prior to the season. The purpose of the meeting will be to review coaches/umpire responsibilities and a brief

discussion of recurring rule disputes that league members have encountered. The meetings will be hosted by different member towns on days designated by the board. The WCVL president may appoint a representative to conduct these meetings. Coaches will receive the coach passes for their team when they attend. No attendance, no passes (you and your coaches will have to pay to get in to all games, including your own).

- Q.** It is illegal for any manager, coach, parent or player to attempt to recruit anyone from an OK Kids team or league to play with another OK Kids team anywhere in the State of Oklahoma. If it is proven that this has taken place, the person or persons involved could receive a lifetime ban from associating with OK Kids in any capacity. The OK Kids President will determine the punishment for the violation of this rule. If a lifetime ban is proposed, a majority vote of the Board of Directors and the Executive Committee will be required to implement the lifetime ban.
- R.** Coaches of all WCVL teams are responsible for reporting game results promptly. This information is vital for Qualifying Tournament Brackets and determining league trophy winners. PLEASE CONSULT WITH YOUR TOWN COORDINATOR FOR THE USERNAME AND PASSWORD TO ENTER THE RESULTS THROUGH THE WEBSITE AT [www.washitavalley.org/baseball/admin](http://www.washitavalley.org/baseball/admin).
- S.** Coaches are responsible for registering their rosters through the [OKKIDS](http://OKKIDS) website before your first league game. If changes need to be made you can update the roster through the OKKIDS website until the deadline. If you fail to register your team or have players that are not on the roster, your team will forfeit. It is the coaches' responsibility to know this rule
- T.** Peewee and Midget coaches of the HOME TEAM are responsible for putting in the pitching data for their games. It is important that your scorekeeper know that they must record BOTH teams' pitchers' number, name, and innings pitched for the games played in your town. The pitching data must be recorded by midnight on Saturday following the game. Failure to do so will result in the following penalties: 1) first occurrence, warning, and 2) all following occurrences, forfeiture of games not entered. If the team lost the game and pitching data is not entered, the team may lose the opportunity to participate for the remainder of the season. Please designate a responsible party to enter this data. It is vital to maintain the integrity of our league. The link to input pitching data can be found on the league website located at [www.washitavalley.org/baseball/pitchers/index.html](http://www.washitavalley.org/baseball/pitchers/index.html) Check with your town Coordinator for username and password.

### **Section 3—Player Eligibility**

- A.** A player in the Washita Canadian Valley League must meet the following age requirements:
  - T-Ball (5U,6U) - cannot be 7 years old prior to January 1<sup>st</sup>, 2024
  - Coach Pitch (8U) - cannot be 9 years old prior to January 1<sup>st</sup>, 2024
  - Peewee (10U) - cannot be 11 years old prior to January 1<sup>st</sup>, 2024
  - Midget (12U) - cannot be 13 years old prior to January 1<sup>st</sup>, 2024
- B.** A player may play in an age classification above his age group. However, we suggest that a player stay within his age classification. Under no circumstance will a player be allowed to play in an age division below what his age specifies. Any player that does this, whether intentional or not, will be declared ineligible and all games in which he participated will be a forfeit.
- C.** A player will play in the district in which he attends school. Releases are no longer required for



players that are not eligible for a team under the school or residence rule. To be eligible for a team, a player must play for a team where he/she attends school or the team nearest his/her residence. That part of the rule stays the same. However, instead of being allowed three players not meeting the school/residence rule, those players requiring releases in previous years, a team may have up to three “at large” players that do not meet the school/ residence rule. The “at large” players do not require releases as in the past, but they must reside in the county of the team or a contiguous county. In other words, the “at large” players do not need a release, but they must come from the team’s county or an adjoining county. Nothing about the rule has changed except (1) the three players that were allowed with releases no longer require a release and

(2) the at-large players must live within the county of the team or a contiguous county.

- D. A team can have no more than three (3) at-large players That is, players formerly requiring a release.
- E. A player may ONLY play on the roster to which he is legally assigned. Any player that is not listed on a team’s roster is illegal if they participate in a game on any other team within the WCVL League. Should a player be discovered to have participated illegally, all games they participated in will be forfeited and the player will be suspended until the WCVL Board rules on the player’s eligibility to participate in the league. Any coach that plays a player that is not on their roster will be IMMEDIATELY suspended for the remainder of the season. Should coaches agree beforehand that a game is a forfeit due to lack of players, etc., but want to “scrimmage”, then this would be allowable. The game would be reported as a forfeit on the website. (T-Ball through Peewee games are 5-0 and Midget games are scored 6-0 if forfeited). PLEASE HAVE THE UMPIRE AND BOTH COACHES SIGN THE OFFICIAL SCOREBOOK NOTING THE FORFEIT BEFORE PLAY BEGINS.

### **Section 4—Umpires**

The Board of Directors may choose to pay a head umpire (UIC) for all league games. If they do so, the rules will be written each year to accommodate this position.

- A. All peewee and midget games will use at least one OSSAA certified umpire during all Washita Canadian Valley League games and tournaments. If a certified umpire is not used, the home team shall forfeit the game. This must be protested by the opposing coach and filed with the WCVL President through the proper procedures set forth by the WCVL. Protests must be made and filed within 48 hours of the game. Games involving two teams from the same town shall not be protestable. Any town that fails to use a certified umpire, as specified by rule, during the regular season will not be allowed to host any pre-season or post-season tournament for at least one (1) year, in addition to forfeiture of games where non certified umpires were used. Any town that fails to use a certified umpire, as specified by rule, during the post-season tournaments will not be allowed to host any pre-season or post-season tournaments for at least two (2) years.
- B. Coaches are eligible to umpire games out of their own team’s classification. A relative or kin of a player may NOT umpire any game as plate or base umpire. A relative or kin (immediate family: son, brother, etc.) may not umpire at home plate. Failure to comply—Forfeiture of the game.
- C. Umpires will be selected at the discretion of the Town Coordinator (or UIC when applicable).
- D. The umpires shall conduct the game on as near an official basis as their abilities will allow. The

plate umpire will be the umpire-in-chief (UIC) unless the town UIC is present (if applicable). He is charged with conducting the game in an orderly fashion. His authority includes the responsibility of forfeiting the game in cases of misconduct on the part of participants or spectators.

- E. The NO TOBACCO/VAPE RULE applies to umpires also.
- F. The umpires are also charged with the duty to enforce the speed-up rule.
- G. SPEEDUP RULE: One minute or five warm-up pitches between innings, whichever comes first. Time starts when the third out is made. The ball should be returned to the nearest umpire or pitcher's mound as soon as the third out is made. A pitcher that comes in during the inning or at the start of the game will be given 8 pitches to warm-up.
- H. Umpires will be responsible for checking the bases and pitching rubber for the proper distance before the game starts. Coaches have the right to ask umpires for a measurement of all distances.

#### **Regulation Distances**

From back point of home plate to front of the pitcher's rubber

TB	CP	PW	MG	PR
42'	42'	46'	50	60'6"
Between bases				
60'	60'	70'	70'	90'

- I. Umpires are to see that each player; while batting, waiting in the on deck circle, running bases, or coaching a base, has a batting helmet on properly. If a player refuses to wear a batting helmet or intentionally removes the helmet while batting or running the bases, they shall be declared out and the ball remains in play. **On-deck batters may choose which on-deck circle to warm up in. They may only switch once, the umpire will not allow more than one move.**
- J. It is the umpires' responsibility to inspect the diamond for hazards that may exist and to have them removed before the game. This rule applies to all fields played on by the Washita Canadian Valley League teams.
- K. All umpires, while officiating a game, need not have possession of, but should have access to, the following rule books:
  - OSSAA Rule Book,
  - A current edition of the OK Kids rules, and
  - A current edition of the Washita Canadian Valley League Rules and Regulations
- L. Any rules not found in these rulebooks will not be allowed or called.
- M. It is the umpire's responsibility to see that only authorized personnel are on the field during league games. Authorized personnel will consist of 3 coaches and 1 scorekeeper. Failure to comply with this rule will result in the forfeiture of the game. For the purpose of this rule the field is defined as the entire area required for playing the game, including the player's bench or dugout area.

- N.** All foul lines will be marked from the batter's box to a distance of at least 20' past 1st and 3rd base and foul poles will be erected in left and right field. A three-foot line will be marked the last half distance between 1st and home plate, for the baserunner.
- O.** The following procedure **MUST** be conducted by all umpires at all league games at all fields, before the game officially begins.
1. Both umpires shall meet at home plate with both team's coaches.
  2. All ground rules for the playing field involved shall be explained by the umpire-in-chief to all coaches.
  3. The umpire-in-chief shall announce to both scorekeepers, following the first pitch, the official starting time of the game. A timepiece of his choosing shall be the official timepiece.
  4. Umpires must see that all players participating in the game have a number on his shirt large and plain enough to be seen from both scorekeeper's positions. A minimum of 6" is suggested. No number—No play.
- P.** The umpire-in-chief must file a written report with the Washita Canadian Valley League President whenever a player or coach is ejected from a League game. The report should include the date, teams involved, age classification, place, name(s) of ejected player(s) and/or coach(s), and the reason for the ejection.
- Q.** Umpires in peewee and older games shall keep a record of pitchers used during the game. A pitching card can be found on the WCVL website. It is the board's recommendation that umpires do not get paid until they turn in a completed pitching card for the game they called.
- R.** Assistant coaches are not allowed to argue or dispute calls. The head coach is responsible for making sure his assistants show restraint in this matter. If an assistant coach violates this rule, the assistant **AND** the head coach will be restricted to the dugout for the remainder of the game. Should further disruptions occur or the initial dispute be excessive, the coach(s) may be ejected from the game. A report is only necessary if an ejection occurs.
- S.** Umpire Academy – In order to promote unity and education of our league's rules, the WCVL board of directors has mandated that umpires must attend an Umpire Academy, prior to the season. The purpose of the meeting will be to review coaches/umpire responsibilities and a brief discussion of recurring rule disputes that league members have encountered. The meetings will be hosted by different member towns on days designated by the board. They will coincide with the WCVL Rules Meetings that are listed on the website. The WCVL president may appoint a representative to conduct these meetings. Umpires who do **NOT** attend will receive \$5 less pay per game that they work. A list will be maintained on the WCVL website.

## **Section 5—Scheduling and Rain-Outs**

- A. The WCVL President will draft the schedules. Town Coordinators should make every effort to provide the information needed for scheduling. This includes blackout dates, field availability, team names, coaches' names, and coaches' phone numbers. The number of games each team will play will depend on the number of teams in their age group. The following criteria shall be used when setting the number of games for each team:
- 0-11 teams - Home and home series
  - 2-21 teams - Single games with an equitable home-away ratio
  - 22 or more - Divisions with home and home series with division members only. A postseason tournament shall determine the overall champion for the league.
- B. All rain-out and postponed games will be rescheduled by the home team Town Coordinator or Alternate, who will notify each coach of the time and place. These make-up games will be scheduled on Saturdays, but must be played in the town in which the original game was to be played. No make-up or regular League games will be scheduled on Wednesdays, Sundays, or Memorial Day weekend. **All games rained out will be rescheduled the next available makeup date.** Games may be made up at times prior to these days, but NEVER after these days unless there is prior WCVL board approval.
- C. Any visiting team failing to notify the home team of a game cancellation within 24 hours prior to game time will pay a \$75 fee to the home town's league to offset costs. Emergencies and unforeseen circumstances that arise shall exempt the team from said fee, based on approval of WCVL.

## **Section 6—Official Team Rosters**

- A. No team will be allowed to play a League game until a team roster is submitted through the [OKKIDS](#) website. Any team that does so will forfeit the game.
- B. Proof of age documents (all teams) must be in the possession of the head coach before the player is eligible to participate in a League game. The coach must have this documentation with him at all League games. Digital documents are acceptable if paper copies are unavailable.
- C. After a player has been rostered to play for a team, he will not be allowed to play with any other team unless his original team is disbanded or he obtains a signed release from his manager and a record of his release is filed with the Town Coordinator and notification given to the Washita Canadian Valley League President so he can be added to the new team's roster and deleted from the old team's roster. Once approved this must be approved by OKKIDS He will then be allowed to sign with another team in his age group in compliance with the rules, providing this is done prior to the first league game. **NO PLAYER IS ELIGIBLE TO PARTICIPATE IN A LEAGUE GAME IF HE IS NOT ON THAT TEAM'S ROSTER.**  
Penalty—Forfeiture of the game.

## **Section 7—Official Game and Starting Time**

- A.** There will be 20 minutes allowed before games to permit each team a 10-minute infield, provided that both teams are present in time to do so before official starting time. This will only be provided for Peewee and older games, and only if the game will not be delayed by the granting of this privilege.
- B.** 10-minute forfeit period will be allowed for the first game, but as soon as 7 players arrive, the umpire will start the game and no warm-up will be allowed. If a team fails to appear with 7 players by the end of the 10-minute forfeit period, the umpire is required to call a forfeit to that team which has at least the required 7 players present and on time to play. A 10 minute forfeit period will be allowed for the 2nd game, provided the first game has been completed on time. If the first game is not completed until after the 2nd game's start time, for any reason, the 10-minute forfeit period shall start the minute the last out is made in the first game. For example: First game ends at 8:45; the forfeit period shall end at 8:55.
- C.** REGULATION GAME—T-Ball and Coach-Pitch—5 innings; Peewee and Midget—7 innings. In case of a tie at the end of regulation play, all regular season games shall be recorded as an official tie game and each team will receive one-half win and one-half loss as counted in the league standings.
- D.** Games called because of darkness, rain, or any other reason will be at the discretion of the umpires. The umpires will halt the game for 15 minutes, wait in the event of rain, and then continue play if he chooses. The umpires may discard the 15-minute wait if both coaches agree to discontinue the game.
- E.** A T-Ball, Coach-Pitch, or Peewee game that goes 3 complete innings or 2.5 innings with the home team ahead, and is discontinued will constitute an official game and shall not be replayed. If the game goes less than the required number of innings, then it shall not be considered an official game and must be replayed from the start.
- F.** A Midget game that goes 4 complete innings or 3.5 innings with the home team ahead, and is discontinued will constitute an official game and shall not be replayed. If the game goes less than the required number of innings, then it shall not be considered an official game and must be replayed from the start.
- G.** A Prep or Minor game that goes 5 complete innings or 4.5 innings with the home team ahead, and is discontinued will constitute an official game and shall not be replayed. If the game goes less than the required number of innings, then it shall not be considered an official game and must be replayed from the start.
- H.** RUN RULE—The 5U T-Ball division will not have a run rule so that the players can gain important playing time that may not be possible in a run rule situation. Umpires/Towns that do not adhere to this rule will not host games in these age groups and will have to play all games on the road. The only way a game can be called early is if BOTH coaches agree to discontinue the game. Run rules for the other divisions are as follows:

- 6u Teeball & – 13 after 3 complete or 2.5 innings if the home team is ahead;
- 8u Coach Pitch 7 after 4 complete or 2.5 innings if the home team is ahead;
- 10U Peewee – 12 runs after 3 complete or 2.5 innings if the home team is ahead;
- 12U Midget – 10 runs after 4 complete or 3.5 innings if the home team is ahead;

**I. TIME LIMITS**—No inning shall start after the time limit has expired. An inning shall be considered starting the minute the third out is made in the last inning played. If the game is not over when the last out is made and time remains in the time limit, the next inning will be played, even if it requires more time than remains in the time limit. A game is complete when the time limit expires (where applicable), the required number of innings has been completed, or the run rule is in effect.

If after the time limit has expired and there has been no official delay of the game as determined by the umpire-in-chief; and although the required number of innings have not been played to constitute a regulation game; it shall be recorded as an official game because of the time limit and shall not be replayed.

T-Ball	1 hour/5 Innings
Coach-Pitch	1 hour/5 Innings
Peewee	1 hour 30 minutes/7 Innings
Midget	1 hour 30 minutes/7 Innings

If the time limit has expires in a T-Ball (1 hr) or Coach-Pitch (1 hr) game that the outcome has been decided (one team cannot catch up because of the 6 run per inning rule) the game will be over at that point. The inning does not have to be completed.

**J.** In 6u T-Ball and 8u Coach Pitch, a team may not score more than 6 runs in their half of an inning. This 6 run limit will allow the game to move along and give both teams an acceptable number of at bats within the time limit. To clarify a situation that has surfaced during games in these age groups; please study the following example.

Example: A team has scored 5 runs in their half of the inning. They now have the bases loaded. The batter hits a home run. Only the first run that crosses the plate will count on the score since it is the sixth run for that team in that inning.

In 10u Peewee and 12u Midget, a team may not score more than 7 runs in their half of an inning. This 7 run limit will allow the game to move along and give both teams an acceptable number of at bats within the time limit. To clarify a situation that has surfaced during games in these age groups; please study the following example.

Example: A team has scored 5 runs in their half of the inning. They now have the bases loaded. The batter hits a home run. Only the first two runs that cross the plate will count on the score since it is the seventh run for that team in that inning.

**K.** The umpire shall announce game time after the plate meeting. If the umpire does not announce game time, the time limit shall begin from the time of the first pitch and will be announced after the first pitch of the game.

## **Section 8—Playoffs and League Tournaments**

- A.** In case of a tie for the League Championship, the only tie-breaker will be the head-to-head outcome between the two teams involved. If the two teams split their meetings, there will be a one game playoff on a neutral field. These games will not be played on Wednesdays or Sundays (unless OK Kids playoffs require it). The games will be scheduled so no team is at a disadvantage due to the pitching rule (If possible). The WCVL President will determine host towns. Umpires will be hired and paid by the host town. The WCVL President will set the date, time, and sights of all playoff games.
- B.** Ties between two teams that are not for the League Championship will use head-to-head outcome between the two team involved. If the two teams split their meetings, then run differential will determine the higher seed in the post-season tournament. Coin flip will be third criteria if necessary. Teams with identical records for one of the top 3 places other than the League Champion (can only be one) will receive identical trophies.
- C.** When more than two teams are tied for first place in any league, run differential between teams that are tied will be used to break the tie. Only games between the tied teams will be considered. A maximum of 13 runs can be gained/loss in any single matchup. The team with the lowest point total will be the lowest seed. This process continues until there are only 2 teams left and then head-to-head outcome will determine the champion.
- D.** The division champion in each coach pitch, peewee, midget, and prep division will be automatic qualifiers for the OK Kids playoffs. Other qualifiers will be determined by the post-season tournament results. Each peewee, midget, and prep division that contains enough teams to send 4 teams to the OK Kids playoffs shall have the regular season division champion and runner-up as automatic qualifiers.
- E.** All teams will participate in the post-season tournaments in coach pitch, peewees, midgets, and preps. If a team drops out during the regular season, the brackets will be adjusted to the appropriate number of teams. If a team completes the regular season and is unable to participate in the post-season, a bye will be placed on the bracket and times will be adjusted accordingly. The top six teams in the regular season will be placed on the seeded eight-team double elimination bracket. The remaining teams will participate in two separate single elimination brackets to qualify for the eight-team double elimination bracket. The single elimination brackets will be seeded according to their regular season standings.
- F.** All playoff games will be played under tournament playing rules of the OK Kids Association.
- G.** All teams must participate in the preseason and postseason tournament for All Age Divisions. The tournament format (Pool Play, Round Robin, etc) is to be decided at the executive boards discretion. Towns are responsible for teams that do not participate or show up for tournament games and will be subject to forfeit fees.
- H.** The Washita Canadian Valley League will provide regular season championship trophies and post season tournament trophies. A team trophy and/or individual medals, rings or trophies will be awarded to all championship winners (regular season and post season tournament). Runner-up and Third place finishers in the pre and postseason tournaments will be awarded team trophies and/or individual medals, rings or trophies. WCVL will provide trophies for tournaments at the host town's expense. Host towns provide game balls for tournament games on their fields.

## **Section 9—Protests**

- A.** Umpires should make every effort to settle differences that arise during the game to avoid a protest. If a coach is not satisfied with the final decision of the umpire he must notify the umpire-in-chief at the time that he is playing the remainder of the game under protest. THIS MUST BE DONE BEFORE THE NEXT PITCH IS THROWN. Once a pitch is thrown, any protest made afterward concerning that incident will be void. After a game is completed where a protest is announced, the umpire and head coach will file with the Town Coordinator, written statements of the situation that caused the protest.
- B.** Protest statements will then be filed with the Washita Canadian Valley League President for action to be ruled on by the Protest Committee. A protest fee of \$100.00 CASH will accompany the written protest. The written protest must contain the following information: Names of both teams and both coaches, age classification of the teams, both coach's addresses and phone numbers, names of all umpires, date and time of game, reason for the protest, and signed by the protesting head coach. The fee will be returned to the protesting coach if the protest is upheld. If the protest is disallowed, the fee will be forfeited to the Washita Canadian Valley League and deposited in the Washita Canadian Valley League account. The Protest Committee's decision shall be final as far as the Washita Canadian Valley League is concerned.
- C.** All protests will be filed in writing by the head coach only, within 48 hours. Protests on eligibility of players in any form may be filed at any time. PROTESTS ON UMPIRE'S JUDGEMENT ARE NOT ALLOWED.
- D.** The Protest Committee must take action on any protest filed within 10 days from the time it is received. The Protest Committee will report their final action to the Washita Canadian Valley League President, Town Coordinator, and both coaches involved in the game being protested.
- E.** Members of the Protest Committee will investigate, discuss, and vote on the protest at the protest meeting that will be called by the WCVL President. If the protest cannot be solved or ruled on by the Protest Committee for any reason, the WCVL President shall decide the outcome.

## **Section 10—Conduct**

- A.** No coach, umpire, player, or spectator shall at any time, whether from the bench, the coach's box, on the playing field, or elsewhere, make intentional contact with a player, coach, umpire, or spectator. Penalty: The offender(s) shall be removed from the game and suspended for the remainder of the season.
- B.** No player, coach, or umpire shall at any time use language which in any manner refers to or reflects negatively upon another player, coach, umpire, or spectator. Penalty: The offender(s) shall be removed from the game and suspended for the next league game.
- C.** When a player or coach on the field or players bench show violent disapproval of an umpire's decision, the umpire shall first give warning that such disapproval shall cease. If such action continues or reoccurs at another time during the game.  
Penalty: The offender(s) shall be removed from the game and suspended for the next league game.



- D. No player at any time, whether from the bench or the playing field shall intentionally make contact or intend to make contact with a foreign object or equipment. Penalty: The offending player shall be removed from the game and suspended indefinitely pending a review by the Washita Canadian Valley League Board of Directors. Possible penalties: multi-game suspension to permanent (lifetime) ban. The WCVL Board of Directors will also review the head coach of the offending player.
- E. No player shall charge the mound for any reason. Penalty: Immediate ejection.
- F. If ejected as applies to all ejected players and/or coaches unless Rule A of this Section stipulates suspension for the remainder of the season, the player or coach must set out the rest of the game from outside the bench and playing field. Ejected players and/or coaches must also sit out the next League game. If the ejection occurs in the final inning or as a postgame ejection, the suspension will be 2 games.

### **Section 11—WCVL Special Playing Rules**

- A. No game will be postponed and/or rescheduled unless weather or other MAJOR circumstances arise that necessitates such action. Games that are postponed must be rescheduled as soon as possible. The game shall be made up on a Saturday following the postponement if a suitable make-up date can't be set. No rainouts will be scheduled for Memorial Day weekend. Major circumstances: Death of coach, child, or child's kin or school related activity not previously known. Sickness or holidays/vacations will NOT constitute a major circumstance.
- B. A team may start a league game with no less than 7 players. Any team that starts a game with less than 9 players must record automatic outs when it comes time for the missing player(s) to bat. This is not allowed in post-season tournaments or playoffs.
- C. Any player, coach, or spectator that is ejected from a game shall be suspended for the remainder of that game, plus the next League game. Any player ejected twice from games shall be suspended for the remainder of the season and any post-season play that his team qualifies for. Coaches that are ejected twice will appear before the Washita Canadian Valley League Protest Committee for evaluation to determine future eligibility. Violation of this stipulation will result in a forfeiture of the game.
- D. Resubstitution Rule - Free substitution is allowed in T-Ball since everyone bats. However, all other age groups will following the OK Kids substitution rule: Any player removed from the game by the manager/coach may re-enter the game, one time. Upon re-entry, he must return to the same batting position he previously occupied. Once taken out of the game for the second time, he must stay out.
- E. The Washita Canadian Valley League will not be allowed to specify how a town in the league:
  - 1) determines league fees for its players,
  - 2) determines the manner in which a town assigns players to teams, or
  - 3) acquires and disperses equipment and/or uniforms.
- F. The catcher is required to wear a mask while the pitcher is making warm up pitches. If the pitcher warms up off the field and catcher assumes the normal catching position, then they must wear a

mask. Coaches are not required to wear a mask.

- G. Peewee & Midget teams will be limited to 7 runs per half inning.
- H. Peewee teams will play with no dropped 3<sup>rd</sup> strike rule. Midget teams will play with the dropped 3<sup>rd</sup> strike rule.
- I. National Federation (high school) and OSSAA rules will apply when anything is not covered by OK Kids or WCVL rules.
- J. Coach Pitch, Peewee, and Midgets will be allowed bats with a maximum length to weight differential of -13.5 and a maximum barrel of 2 3/4". Must carry a 1.15 bpf stamp.
- K. Coaches in the Peewee & Midget divisions may elect to bat everyone during the regular season. This election is determined prior to the game & must remain in place throughout the contest. This will be determined by each coach, both or neither teams may elect to bat everyone. This ONLY applies to regular season games. During the postseason tournament the coach may NOT bat everyone. Only 9 players may bat with regular substitution rules applying. If vacancies occur in the lineup because of players not arriving, no automatic outs are to be taken.
- L. **Courtesy Runners**—A team may use a pinch runner for the pitcher or catcher (in **Coach Pitch** and older games) anytime they get on base. However, the courtesy runner must be an available substitute. If no substitute is available the last completed batter must be used. This does not affect the courtesy runner's eligibility on the resubstitution rule. The courtesy runner cannot run for both the pitcher and catcher in a game. He can only run for one position.

## **Section 12— WCVL Pitching Rules**

- A. All coaches are urged to read and study all parts of the OK Kids and OSSAA rules concerning the pitcher and to properly instruct their pitchers on the different pitching positions and the things they can or cannot do while pitching. Mistakes by the pitcher can mean the difference in the outcome of a ball game. There will be no relaxation in the pitching rules.
- B. Pitching Limitation Rule: The pitch count is based on pitches (legal and illegal) thrown in a game to a batter during a time at bat. Mandated rest for the pitcher from pitching is based on the pitch count chart below:  
  
0-35 pitches/day No rest  
36-50 pitches/day 1 calendar day rest  
51-75 pitches/day 2 calendar days rest  
76-100 pitches/day 3 calendar days rest  
101+ pitches/day 4 calendar days rest
- C. A coach of a defensive team shall not delay the game to confer with a player or players on the field for a conference more than three times during a game. The pitcher shall be removed from the position of pitcher upon the second trip to the mound in the same inning or fourth trip to the mound in a game. The new pitcher must complete his pitches to one batter, until that batter or a baserunner is retired or that batter reaches base, before he can be replaced by another pitcher.
- D. A pitcher that is removed from the mound and comes out of the game (lineup) may not return to

pitch during that game. He may reenter the game at another position after 6 outs have been recorded in the game (both teams combined).

- E. A pitcher that is removed from the mound and remains in the game at another position may return to pitch during that game. Once a pitcher has been removed from the mound for the second time he may not return to pitch
- F. A coach who enters the playing field for the purpose of removing a player(s) (other than the pitcher) or attending to an injured player will not be charged with a trip to the mound. Insistence on the part of a coach to have conferences or delay the game in any manner shall constitute grounds for the umpire to declare a forfeit.
- G. The starting time of the games does not impact the calculation of when a pitcher is eligible to pitch again.
- H. No pitcher may begin a new inning or make entry to an inning as a pitcher that has exceeded 120 pitches that day.
- I. No pitcher that exceeds 75 pitches in the first game of a day shall appear as a pitcher in any subsequent game that same day.
- J. The use of an ineligible pitcher, one who has violated this rule, shall result in the forfeiture of the game in which the ineligible pitcher participated as a pitcher.
- K. Coaches and / or managers that are aware of a team violating this shall contact their town coordinator to report to the League President.

### **Section 13—WCVL Rules for Coach-Pitch**

The Washita Canadian Valley League will have Coach-Pitch as the official program for the 7 and 8 year old age group. Any member area not promoting and playing Coach-Pitch for this age classification shall be considered in violation of these rules and regulations.

- A. EVERY PLAYER WILL BE LISTED ON THE BATTING LINEUP. A player may not be added to the batting lineup after the start of the game. An absent player may be listed at the bottom of the batting lineup if there is a chance the player may arrive. Once his team has reached his place in the batting order, he must be scratched and will not be allowed to be added later. An automatic out will not be recorded in such an instance. Free substitution is allowed in the field. During post-season play, only nine players will be listed on the batting lineup and substitution rules apply.
- B. The pitcher will be the manager or coach from the team that is at bat. Bases in Coach-Pitch will be 60' apart.
- C. Each batter will be allowed five pitches or three swinging strikes to hit a fair ball. If he does not hit a fair ball in the allotted number of pitches, he is out. A foul ball on the third strike will not count as a strike out, but will count as one of the five pitches. As long as a batter keeps fouling off the third strike, he is not out. A batter must hit the ball in fair territory in order to get on base.
  - 1) No batter will become a base runner by the base on balls or by being hit by a pitch.

- 2) If a batted ball hits the coach/pitcher the ball becomes dead and will count as a foul ball.
  - 3) The coach/pitcher shall not intentionally interfere with any hit ball or his batter is out.
  - 4) Batters may bunt. A bunt that goes foul on the third strike is an out.
  - 5) The infield fly rule shall not apply.
- D.** The coach/pitcher must leave fair territory when the ball is hit. He cannot talk to anyone while in fair territory. Penalty: 1<sup>st</sup> warning by umpire MUST be recorded in the official rule book. 2<sup>nd</sup> offense, must be removed from the game, the playing field and the complex the violation occurred in.
  - E.** The coach/pitcher must release the ball from a standing position, with one foot on the rubber. He must throw the ball overhand.
  - F.** The batter will be declared out and the ball becomes dead when the batter hits a fair or foul ball with one foot completely outside of the batters box or with one foot touching home plate. No runner will be allowed to advance in such a case.
  - G.** The batter's legal position shall be with both feet within the batter's box. The lines defining the box are within the box. The regulation batter's box shall be 6' long x 3' deep.
  - H.** Runners may advance only when the ball is hit fairly. One team warning on leadoff and stealing. Thereafter, the runner will be called out. The runner may not advance until the ball hits the bat.
  - I.** Stopping play: The lead runner has stopped advancing at the discretion of the umpire. Base Runners: If a base runner has not passed a line one-half (1/2) the distance between the bases when play is stopped the runner must return to the previous base.
  - J.** Player/pitcher is a fielding position only. He must stand with one foot on the 3' line that extends from both sides of the pitching rubber until the ball is hit. If he does not have one foot on the line when the ball is hit, and the runner does not reach first base, or another runner is put out because the pitcher either made the put out or assisted in the play, then all runners will be safe.
  - K.** No defensive player may play closer to home plate than 42 feet, the distance from home plate to the pitching rubber, unless the batter squares to bunt. If a batter squares to bunt, infielders (excluding the pitcher) may move inside the 42' distance. The pitcher is not allowed to "charge" until the pitch is released.
  - L.** Any batter that squares around to bunt cannot pull his bat back and swing away. PENALTY: Whether he makes contact or not, the ball is immediately declared dead. The batter will be called out and must be removed from the game.
  - M.** The catcher must wear his equipment. Helmet and throat protector are required. He will position himself behind home plate in the normal catching position.
  - N.** If a thrown ball accidentally touches a base coach or umpire, the ball will be alive and in play. However, if the coach intentionally interferes with a thrown ball, the runner is out.
  - O.** Any runner who misses a base will be called out when the ball becomes dead. If that runner

scored, then his run will be nullified.

- P. A pitching line will extend 3' from both sides of the pitching rubber. The pitching rubber will be 42' from the back point of home plate.
- Q. The offensive team may call time out once per inning to conference with a batter, runner, or coach. All subsequent attempts to call time out will be denied by the umpire.
- R. Shoes with spikes (metal, hard rubber, plastics, fiberglass, etc.) or metal cleats are strictly prohibited.
- S. Divisions MAY be formed to facilitate scheduling if a large number of teams are participating in this age group. Teams will be as closely geographically distributed as possible, with a comparable number of older and younger teams in each division. Teams will play only the teams in their division during the regular season.
- T. No coach will be allowed outside the area directly in front of (within reaching distance) their team's dugout during the play of the game, except to coach first and third base while their team is at bat. NO defensive coaches allowed. Coaches are allowed on the field when time is called to attend to an injury or conference with their player(s). PENALTY: Team warning for 1st offense. Next offense would result in ALL team coaches/scorekeeper being restricted to the confines of the dugout, except to coach bases or during time outs. Any further violation of this rule by any coaches/scorekeeper would result in forfeiture of the game.
- U. Time limit is 1 hour. If the time limit has expires and the outcome has been decided (one team cannot catch up because of the 6 run per inning rule) the game will be over at that point. The inning does not have to be completed.
- V. A Coach-Pitch team may not score more than 7 runs in their half of an inning. This 7 run limit will allow the game to move along and give both teams an acceptable number of at bats within the time limit. To clarify a situation that has surfaced during games in these age groups; please study the following example. With bases loaded and 5 runs already scored, the batter hits a home run. ONLY the first 2 runs will count toward the score because that was the 7th run of the half inning.

### **Section 14—WCVL Rules for T-Ball**

- A. The Washita Canadian Valley League will play T-Ball in the 6 and under age group. Any member area not promoting and playing T-Ball for this age classification shall be considered in violation of these rules and regulations. Ball used is the regular 9" circumference baseball.
- B. If a team has 10 or more players they will play 10 field positions. If a team has 9 players, they will play with 9 field positions. After a player has batted, the team must take an out if the batter refuses to bat at the next at bat. The only exception is in case of injury. (The intention of this rule is to allow as many players to participate as possible). EVERY PLAYER WILL BE LISTED ON THE BATTING LINEUP. A player may not be added to the batting lineup after the start of the game. An absent player may be listed at the bottom of the batting lineup if there is a chance the player may arrive. Once his team has reached his place in the batting order, he must be scratched and will not be allowed to be added later. An automatic out will not be recorded in such an instance.

- C.** The batter is allowed 3 swings. It is not a swing if the batter accidentally knocks the ball off the tee while addressing the ball.
1. The ball is put into play when a batter hits a legally batted ball. A legally batted ball is a ball hit into fair territory and travels outside the home plate circle. Any fair ball that does not travel outside the circle on the third swing will be considered an illegally hit ball and the batter is called out. A ball hit outside the batting circle into foul territory on the third swing shall continue to bat.
  2. No bunting will be allowed. Penalty: the ball is dead and the batter is called out.
  3. The infield fly rule shall not apply to T-Ball.
  4. If in the umpire's opinion the bat is thrown in a reckless manner outside the home plate circle, the umpire will issue a team warning on the first occurrence. If the any batter from the warned team violates the rule again the batter will be called out.
- D.** The batter's legal position shall be with both feet within the batter's box. The lines defining the box are within the batter's box. The regulation batter's box shall be 6' long x 3' deep.
- E.** The batter will be declared out and the ball becomes dead when the batter hits a fair or foul ball with one foot completely outside of the batter's box or with one foot touching home plate. No runner will be allowed to advance in such a case.
- F.** Runners may advance only when the ball is hit fairly. One team warning on leadoff and stealing. Thereafter, the runner will be called out. The runner may not advance if the ball does not travel outside the home plate circle. Runners may not leave their base until the ball hits the bat.
- G.** Stopping play: The lead runner has stopped advancing at the discretion of the umpire. Base Runners: If a base runner has not passed a line one-half (1/2) the distance between the bases when play is stopped the runner must return to the previous base.
- H.** Pitcher is fielding position only. He must start with one foot on the pitching rubber until the ball is legally hit. If he does not, and the runner does not reach first base, or another runner is put out because the pitcher either made the put out or assisted in the play, then all runners will be safe.
- I.** No defensive player may play closer to home plate than 50', the distance from the back point of home plate to the front of the pitcher's line. Outfielders must start behind a line marked 15' behind the normal baselines.
- J.** The catcher must stay outside and behind the home plate circle and to the opposite side of the batter until the ball is in play. The catcher must wear a mask with a throat protector and chest protector. Shin guards, catcher's helmet, and protective cup are optional.
- K.** If a thrown ball accidentally touches a base coach or umpire, the ball is alive and in play. However, if the coach intentionally interferes with a thrown ball, the runner is out.
- L.** The umpire will not be responsible for adjusting the batting tee. If adjustments need to be made,

the offensive team should provide a batting coach who will adjust the tee to the satisfaction of the hitter. The umpire shall place the ball on the tee and call aloud "play ball". The coach will be responsible for removing the tee from the playing area after the ball has been hit legally out of the home plate circle.

- M.** Any runner that misses a base will be called out when the ball becomes dead. If that runner scored, then his run will be nullified.
- N.** A home plate or catcher's circle of 5' in radius will be marked from foul line to foul line, and behind the batter's boxes. This circle will have a center at the point of home plate. It will not cross the lines of the batter's boxes. The pitcher's rubber will be 42' from the back point of home plate.
- O.** Bases for T-Ball will be 60' apart. Pitching rubber (line) will be 42' from back point of home plate.
- P.** Shoes with spikes (hard rubber, plastics, fiberglass, etc.) or metal cleats are strictly prohibited.
- Q.** Divisions MAY be formed to facilitate scheduling if a large number of teams are participating in this age group. An American Division and a National Division will be as evenly distributed as possible, with a comparable number of older and younger teams in each division. Teams will play only the teams in their division during the regular season.
- R.** No coach will be allowed outside the area directly in front of (within reaching distance) their team's dugout during the play of the game, except to coach first and third base while their team is at bat. T-Ball may have a batting coach, but there will be NO defensive coaches allowed for 6u T-Ball. Coaches are allowed on the field when time is called to attend to an injury or conference with their player(s). PENALTY: Team warning for 1st offense. Next offense would result in ALL team coaches/scorekeeper being restricted to the confines of the dugout, except to coach bases or during time outs. Any further violation of this rule by any coaches/scorekeeper would result in forfeiture of the game. 5U may have defensive coaches outside the dugout at the umpire's discretion.
- S.** Time limit is 1 hour. If the time limit expires & the outcome has been decided (because of the 6 run per inn. rule) the game will be over at that point. The inning does not have to be completed.
- T.** A T-Ball team may not score more than 7 runs in their half of an inning. To clarify a situation that has surfaced during games in these age groups; please study the following example. With bases loaded and 5 runs already scored, the batter hits a home run. ONLY the first 2 runs will count toward the score because that was the 7<sup>th</sup> run of the half inning.
- U.** The fair/foul arc in front of the plate will be 15' from the back of home plate, in an arc from the first base foul line to the third base foul line. A batted ball must touch or go past this line to be considered fair.
- V.** 5u T-Ball will have a "1+1" Overthrow rule. This rule will be instituted for the 5u division this year to encourage coaches to teach their kids good, fundamental baseball where throws are made to first base. A ball thrown to 1B from a field position, that crosses into foul territory (if it is not caught), will allow the baserunner(s) to advance 1 base more, at their own their own risk of being put out. This 1+1 rule applies to any runners on base.

## **Section 15—Batting Out of Turn**

- A. A batter shall be called out, on appeal, when he failed to bat in his proper turn, and an illegal batter sees at least one pitch. If no appeal is made before a pitch is thrown to the next batter, the results of his time at bat becomes legal.

The rule is based on the definition of “illegal batter”. A batter that is batting out of turn is not “illegal” until they reach base. A batter that is not batting in their correct place in the lineup is “improper”. An “improper batter” may be replaced at any time during their at bat by the “proper” batter and the count remains the same. If an “improper batter” reaches base, then he becomes an “illegal batter” and the umpire, upon an appeal shall:

- a. call the “proper batter” out,
- b. nullify the result of the play, and
- c. place the “proper batter” at the plate.

The following is a more complete version of this rule:

- 1) A batter shall be called out, on appeal, when he fails to bat in his proper turn, and another batter completes a time at bat in his place. The proper batter may take his place in the batter’s box at any time before the improper batter becomes a runner or is put out, and any balls and strikes shall be counted in the proper batter’s time at bat.
- 2) When an improper batter becomes a runner or is put out, and the defensive team appeals to the umpire before the first pitch to the next batter of either team, or before any play or attempted play (such as a pickoff attempt), the umpire shall (1) declare the proper batter out; and (2) nullify any advance or score made because of a ball batted by the improper batter or because of the improper batter’s advance to first base on a hit, an error, a base on balls, a hit batter or otherwise. NOTE: If a runner advances, while the improper batter is at bat, on a stolen base, balk, wild pitch or passed ball, such advance is legal.
- 3) When an improper batter becomes a runner or is put out, and a pitch is made to the next batter of either team before an appeal is made, the improper batter thereby becomes the proper batter, and the results of his time at bat become legal.
- 4) When the proper batter is called out because he has failed to bat in turn, the next batter shall be the batter whose name follows that of the proper batter thus called out;
- 5) When an improper batter becomes a proper batter because no appeal is made before the next pitch, the next batter shall be the batter whose name follows that of such legalized improper batter. The instant an improper batter’s actions are legalized, the batting order picks up with the name following that of the legalized improper batter.

*The umpire shall not direct the attention of any person to the presence in the batter’s box of an improper batter. This rule is designed to require constant vigilance by the players and managers of both teams. There are two fundamentals to keep in mind: When a player bats out of turn, the proper*



*batter is the player called out. If an improper batter bats and reaches base or is out and no appeal is made before a pitch to the next batter, or before any play or attempted play, that improper batter is considered to have batted in proper turn and established the order that is to follow.*

**EXAMPLES:**

*To illustrate various situations arising from batting out of turn, assume a first-inning batting order as follows: Player #1-#2-#3-#4-#5-#6-#7-#8-#9.*

**PLAY (1).** #2 bats. With the count 2 balls and 1 strike, (a) the offensive team discovers the error or (b) the defensive team appeals. **Ruling:** In either case, #1 replaces #2, with the count on him 2 balls and 1 strike.

**PLAY (2).** #2 bats and doubles. The defensive team appeals (a) immediately or (b) after a pitch to #3. **Ruling:** (a) #1 is called out and #2 is the proper batter; (b) #2 stays on second and #3 is the proper batter.

**PLAY (3).** #1 walks. #2 walks. #3 forces #2. #5 bats in #4's turn. While #5 is at bat, #1 scores and #3 goes to second on a wild pitch. #5 grounds out, sending #3 to third. The defensive team appeals (a) immediately or (b) after a pitch to #4. **Ruling:** (a) #1's run counts and #3 is entitled to second base since these advances were not made because of the improper batter batting a ball or advancing to first base. #3 must return to second base because his advance to third resulted from the improper batter batting a ball. #4 is called out, and #5 is the proper batter; (b) #1's run counts and #3 stays on third. The proper batter is #6.

**PLAY (4).** With the bases full and two out. #8 bats in #6's turn, and triples, scoring three runs. The defensive team appeals (a) immediately, or (b) after a pitch to #7. **Ruling:** (a) #6 is called out and no runs score. #7 is the proper batter to lead off the second inning; (b) #8 stays on third and three runs score. #9 is the proper batter.

**PLAY (5).** After Play (4) (b) above, #7 continues to bat. (a) #8 is picked off third base for the third out, or (b) #7 flies out, and no appeal is made. Who is the proper leadoff batter in the second inning? **Ruling:** (a) #9. He became the proper batter as soon as the first pitch to #7 legalized #8's triple; (b) #8. When no appeal was made, the first pitch to the leadoff batter of the opposing team legalized #7's at bat.

**PLAY (6).** #4 walks and #1 comes to bat. #4 was an improper batter, and if an appeal is made before the first pitch to #1, #1 is out, #4 is removed from base, and #2 is the proper batter. There is no appeal, and a pitch is made to #1. #4's walk is now legalized, and #5 thereby becomes the proper batter. #5 can replace #1 at any time before #1 is put out or becomes a runner. He does not do so. #1 flies out, and #2 comes to bat. #1 was an improper batter, and if an appeal is made before the first pitch to #2, #5 is out, and the proper batter is #6. There is no appeal, and a pitch is made to #2. #1's out is now legalized, and the proper batter is #2. #2 walks. #3 is the proper batter. #3 flies out. Now #4 is the proper batter, but he is on second base. Who is the proper batter? **Ruling:** The proper batter is #5. When the proper batter is on base, he is passed over, and the following batter becomes the proper batter.

## **Section 16—Town League/Meeting Responsibilities**

- A. It is recommended that each Town Organization hold a meeting at the end of the season or the last week of February. The purpose of this meeting is to elect a Town President, Vice-President, Town Coordinator, and Protest Committee Representative. The Town President will serve in the absence of a sport specific Town Coordinator. The other three positions may be filled with the same person. However, it is recommended that each post be different. It should also be kept in mind that no Washita Canadian Valley League President should serve in a Town Organization.
- B. The Washita Canadian Valley League President must be notified of the Town officers' names, addresses, and phone numbers by March 1st. Subsequent meeting may be scheduled as the town organization sees fit. League responsibilities include the following:
  - 1. Provide scheduling information to the Washita Canadian Valley League President (graduations, field availability, lights, etc.) by March 1st.
  - 2. Make sure all team rosters are submitted to OKKIDS before the first League game.
  - 3. Secure sports liability insurance to cover all players, coaches, and umpires in your town for the duration of the summer program.
  - 4. Set up processes to divide players to teams, procure rules, equipment, and uniforms, maintain playing fields, schedule umpires, and provide a minimum of 2 game balls for each game in your town.
  - 5. Towns must perform background checks on coaches. The Town Coordinator is responsible for accounting of the background checks. If your town is caught not performing background checks you will not be eligible for hosting pre or post season tournaments.

## **Section 17—Washita Canadian Valley League August Meeting**

- A. The General Meeting of the Washita Canadian Valley League will be held during the 1st week of August. The Washita Canadian Valley League President will set the time and place and he will notify all officers of all towns of this meeting. The out-going Washita Canadian Valley League President will also present a financial statement showing all income and expenses of his term.
- B. The main purpose of this meeting is to elect Washita Canadian Valley League officers for the following baseball season. Rule changes may be introduced and voted on by the Board of Directors and new Washita Canadian Valley League President after the elections have been completed.

## **Section 18—Washita Canadian Valley League February/March Meeting**

The February/March meeting of the Washita Canadian Valley League will be held during the first week of March. The purpose of this meeting will be to hand out blank rosters, contract cards, and Washita Canadian Valley League rule books to the officers of the member towns. If the OK Kids rule books have arrived, they will also be handed out.

## **Section 19—Rule Amendments**

The power to repeal and amend these rules and to adopt a new rule is hereby delegated to the Board of Directors. The amendment of rules may be done at any regular or special meeting of the Board by a majority vote. Any proposed change should be submitted in writing with copies available for all Board members and officers. The Washita Canadian Valley League President will grant a discussion before a vote will be taken.

# **BY-LAWS OF THE WASHITA CANADIAN VALLEY LEAGUE**

## **Article I—Name**

Section 1. The name of this organization shall be the Washita Canadian Valley League.

## **Article II**

Section 1. The principle place of business shall be places as the Washita Canadian Valley League President may designate from time to time.

## **Article III—Purposes**

Section 1. The purpose of the organization shall be:

- A. To promote baseball for children between the ages of 4 to 13 years of age.
- B. To assist in the general operations of the league, such as forming teams and leagues; and to conduct all required business to insure the league's continued participation in the OK Kids Association.
- C. Making and enforcing rules.
- D. To make schedules and provide administration for the program.

Section 2. It shall further be the purpose of this organization to carry out the objectives of the OK Kids Association, according to the principles and policies established by the Association.

Section 3. General Laws of this organization are as follows:

- A. The Washita Canadian Valley League will not sponsor any team.
- B. The Board of Directors must approve all purchases, other than minor necessary operating equipment.
- C. Fiscal year for the Washita Canadian Valley League will run from October 1 to September 30.
- D. The Washita Canadian Valley League will not, under any circumstances, furnish financial aid to any team or member town.

## **Article IV—Membership**

Section 1. All member towns that pay the league fees approved by the Board of Directors shall constitute the membership. New towns wishing to come into the WCVL will have to be approved to do so by a majority vote of the Board of Directors each of their first three years. First year they will have probationary status and no tournaments, second year probationary status and tournament(s), and third year full membership.

Section 2. All members shall have equal rights to membership and shall be entitled to vote at the meetings of the membership through their Board of Director representative. Each town is allowed one vote.

## **Article V—Officers of the Organization**

Section 1. Officers of the organization shall consist of the Washita Canadian Valley League President, Washita Canadian Valley League Vice-President, Washita Canadian Valley League Secretary, Washita Canadian Valley League Treasurer, Board of Directors, and Protest Committee. The Board of Directors will consist of the Town Coordinators or other designee from each member town.

Section 2. The Washita Canadian Valley League President, Washita Canadian Valley League Vice-President, Washita Canadian Valley League Secretary and Washita Canadian Valley League Treasurer shall be elected each year. If an individual chooses to run for the office of WCVL President, he may be chosen by the Board of Directors at the August meeting. These officers may be members of the Board of Directors or Town officials. However, their election to these positions prohibits them from serving in any town organization position for the following season. A majority vote of the Board will win the election.

Section 3. In the event of a vacated office position, it will be filled by a vote of the Board of Directors for the unexpired term. A replacement officer will serve the remainder of the term.

Section 4. The Board of Directors will consist of 1 representative from each member town. Members will be elected by March 1st and will serve a one-year term. The coaches of member towns will elect these members. The Board representative will be the Town Coordinator or other designee.

## **Article VI—Board of Directors**

Section 1. There shall be a Board of Directors consisting of 1 representative from each member town. The Board shall have general control of the affairs of this organization.

Section 2. A vacancy occurring on the Board of Directors may be filled by a vote of the town membership from which the vacancy occurs for the unexpired term.

Section 3. Majority of the duly elected members of the Board of Directors have the authority to terminate tenure of any person on any committee.

Section 4. Before any termination of official duties of any personnel, the Board of Directors must have a hearing on the issues involved. The person(s) being proceeded against shall have the right to appear before the Board of Directors at said hearing and assert any right he might want to advance on his own behalf.

Section 5. The Board may remove any officer of said organization. Said removal must be by a majority vote of the Board.

Section 7. Any Board member who misses two consecutive meetings, without prior approval of the Washita Canadian Valley League President will be dropped as a Board member.

## **Article VII**

Section 1. Any team, coach, or player may be expelled or suspended for due cause by a majority vote of the Board of Directors after being given the opportunity to fully answer such complaints or charges as may be brought against them.

## **Article VIII—Standing Committees**

Section 1. There is hereby created a Protest Committee.

Section 2. The Protest Committee shall rule on any official protest made by a head coach.

Section 3. Each member town will have 1 representative on the Protest Committee. This representative will be elected prior to March 1<sup>st</sup> and will be the Town Coordinator or other designee.

Section 4. The Washita Canadian Valley League President shall preside over the Protest Committee meetings. He will not be allowed to vote on the protest unless a tie occurs in the vote.

Section 5. A majority vote will uphold or strike down a protest.

Section 6. In the event a Committee member is involved as a party to the protest, that member will not be allowed to vote on the protest.

## **Article IX—Quorum**

Section 1. Two-thirds of all members of the Board of Directors at any meeting, regular or special, shall constitute a quorum.

Section 2. Two-thirds of all members of the Protest Committee at any protest hearing shall constitute a quorum.

A publishing source for ordering OSSAA baseball rule books is:

Oklahoma Secondary Schools Association  
PO Box 14590  
Oklahoma City, OK 73113-0592  
Phone: (405) 840-1116

Oklahoma High School baseball rules are governed by the National Federation of State High School Association rules. Their address is:

NFHS Customer Service  
P O Box 361246  
Indianapolis, IN 46236-5324  
Phone: (800) 776-3462

Or online at: <http://www.nfhs.com> for the rule book and case book. The price is \$12.

The referral to “he” in this rule book is for printing purposes only and should not be construed in any way as a discriminatory statement. “He” stands for he/she.

**2024 WCVL**  
**Tournament Assignments**

Age Divisions

Host Towns

Preseason T-Ball 5u

Postseason T-Ball 5u

Preseason T-Ball 6u

Postseason T-Ball 6u

Preseason Coach Pitch (Silver)

Postseason Coach Pitch (Silver)

Preseason Coach Pitch (Gold)

Postseason Coach Pitch (Gold)

Preseason Peewee (Silver)

Postseason Peewee (Gold)

Preseason Peewee (Gold)

Postseason Peewee (Gold)

Preseason Midget (Silver)

Postseason Midget (Gold)

Preseason Midget (Gold)

Postseason Midget (Gold)

Field Requirements for ALL WCVL T-Ball & Coach Pitch Tournaments:

- ✚ Must have 2 fields available ✚  
Must have lights
- ✚ Must have fences that are of acceptable, safe material at 200' or less ✚ Only mound that may be present is 42'
- ✚ Fields must be reasonably maintained & marked/raked after every 2 games (if necessary.) ✚ Must have concession and bathroom facilities that are clean and functioning

Field Requirements for ALL WCVL Peewee & Midget Tournaments:

- ✚ Only need 1 field available ✚  
Must have lights
- ✚ Must have fences that are of acceptable, safe material at 180' to 250' ✚ Only mound that will be present is 46'-50' –
- ✚ Fields must be reasonably maintained & marked/raked after every 2 games (if necessary.) ✚ Must have concession and bathroom facilities that are clean and functioning

Towns interested in hosting tournaments and meet the field requirements will be put into a draw and assigned each year at either the August or Feb/March WCVL Board meeting. Once drawn for TB/CP or PW/M, a town will not be reentered into the pool unless no other suitable sites remain.

Towns may host multiple tournaments if their facilities are capable. Every effort will be made to distribute tournaments to all towns with fields that meet the requirements.



## 2024 Washita Canadian Valley League Officers

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