



Summary of OCGSA Rules



Game Play:

- 6U –
 - Coach Pitch throughout the season.
 - We do not keep score. Games are 60 minutes.
 - A batted ball is considered “dead” once it passes through the 6U/8U pitcher’s circle. A runner’s final base will be mutually agreed upon by both managers. Keep mind we don’t keep score.

- 8U, 10U, 12U, HS –
 - Games are 80 minutes long
 - The batter is allowed to finish her at bat with 0:00 left on the clock.
 - The final score is the score when the last batter is out, or play is completed with 0:00 on the clock.
 - Ball is dead when pitcher has possession in the circle
 - Scoring –
 - The “One Up Rule” during first 3-inning
 - Offense may score up to 5 runs or one greater than the current deficit, whichever is greater.
 - No run limit starting in the top of the 4th inning

- 8U Overthrow Rules
 - Overthrow during live play – runner is allowed max of 1 extra base
 - Runner MAY NOT advance home if overthrow occurs PRIOR to reaching 3rd
 - Exception – an overthrow occurs where the ball enters a “dead ball zone” (dugouts, outside field of play). In this case, the runner attempting 3rd is awarded home whether she had reached 3rd or not when the overthrow occurred.
 - The interpretation of these rules is at the SOLE discretion of the umpire(s) and cannot be appealed

Sportsmanship

- Rude and unsportsmanlike behavior will not be tolerated. The manager is responsible for all players/coaches/spectators associated with his/her team.
- Penalty for such behavior begins with a warning to the offending teams manager, followed by an ejection of said manager, and finally forfeiture of said team.
- If deemed necessary, immediate forfeiture of the offending team may be called without warning. A common example is the use of foul language directed at the umpire, players, or coaches.

Complete OCGSA Rules can be found at <https://ocgsa.com/downloads>