

OZONE LEAGUE

1. All OZONE League games are to be played six (6) innings. Exception: There will be a "Ten (10) Run Rule Limit" on all regular season games. Definition: If the home team is ahead by ten (10) runs or more after the visitors have had four (4) turns at bat, then the home team will be declared the winner. If the visitor team is ahead by ten (10) runs or more after four (4) complete innings, then the visitor team will be declared the winner.

2. ALL OZONE LEAGUE PLAYERS PRESENT MUST PLAY AT LEAST SIX (6) OUTS ON DEFENSE AND COMPLETE ONE (1) TIME AT BAT IN EACH GAME PLAYED BY HIS/HER TEAM. Each team will bat Round Robin (continuous order) until all players have batted one time. Once all players have batted one time, the manager with the most players will have the option to revert back to the number of batters of the team with the least amount of players. (Amended by full board April 4, 2016). Any suspected violation of this rule must be reported by the opposing manager to the umpire or League Official within fifteen (15) minutes after completion of the game under protest. The protest filing procedure is the same as stated in the current DYB Official Rules and Regulations, Section 4.19. PENALTY: If protest is upheld, forfeiture of the game in the event the violating team is the winner.

3. OZONE League teams shall keep the original number on the roster at drafting. As vacancies occur, players will be assigned from the waiting list on a first come, first serve basis until the original number on the roster drops below 11 players or the designated number set by the President, Vice President and league commissioner.

3.1 Until mid season, if an OZONE League team drops below the designated number of players and the waiting list has been depleted, the manager will go to the player agent with his selection and the player agent will coordinate the transition. EXCEPTION: See Bylaw Article III, Number 3, Second paragraph. The child that is pulled will be counted as a first round draft pick for that team the following year. Any child that refuses will return to the draft. If a pulled player quits the League, and registers the following year, he will remain property of the team to which he was pulled.

3.1.1 EXCEPTION: For circumstances when initial team rosters start below 11 players per team: If a team's roster falls below 10 players prior to the first half of the season the manager will be allowed to borrow players from the same league or a lower league up to 10 players for each remaining game of the season. These borrowed players must bat last and play an outfield position. No player on the current team roster will sit during a game in place of a borrowed player.

Borrowed players are not considered a draft pick for the team and will not affect the next season's draft.

3.2 After mid-season, if an OZONE League team drops below the designated number of players, the Board of Directors will meet and decide whether or not the Manager will be allowed to select a new player.

3.3 If a player is pulled from the Minor League to OZONE League, the Minor League team from which the player was pulled will be excluded from further pulling until all Minor League teams have lost a player.

3.4 If a player is pulled up at the request of the Pineview Board of Directors; the games played with the team he/she is pulled up to will be considered as a full season. Therefore, that player may utilize the black ball rule the following season. If the black ball rule is implemented; the manager will not be penalized a draft pick.

4. Any player quitting a team for any reason in the first half of the season will go back into the Draft the following year (excluding a pulled player). Any player quitting in the second half of the season will join his/her original team.

5. *If the defensive player has the ball, and is waiting on the runner, the runner must either slide or attempt to get around the defensive player, without going out of the three feet baseline and without making malicious contact with the defensive player. If the defensive player is in the act of fielding the ball then the runner does not have to slide or attempt to get around the defensive player but cannot interfere with, or make malicious contact, with the defensive player. Any malicious contact will result in the runner being ejected. If done after scoring then the run will count. If done prior to scoring then the run will not count. An out will be awarded to the defense. On the first occurrence both managers will receive a warning. The second occurrence will result in the offending team's manager being ejected from the game.

6. *Headfirst sliding, at any base not yet attained, will result in an automatic out on the offending base runner. The second occurrence, by any player, during the same game, will result in the player being ejected from the game.

7. **Curve balls will be highly discouraged during any regular season games due to the potential harm it can cause to a young player's arm.

8. With two outs, the last out may pinch-run for the catcher. The pinch runner will take the catcher's place on the base as soon as play is halted and time called by the umpire. This is so the catcher can be dressed in gear and ready to warm-up the pitcher as soon as their teams turn at bat is over.

9. Pitch Count Penalty: Any Manager exceeding the pitch count will be penalized one (1) game suspension at his next game. Opposing Managers shall verify pitch count during the game and not wait until the count has been presumably exceeded. Second offense will result in a two (2) game suspension and no pitching by the player for one (1) week.

9.1 The pitching log will be maintained in the canteen. Managers will complete the pitching log after each game on the same day of the game. PENALTY: Managers who do not complete the pitching log will be warned once by the league commissioner. The second offense will result in the suspension of the Manager at his next game. Further offense will result in consecutive two (2) game suspensions.

9.2 Pitching/Catching Rule: If a pitcher pitches more than 50 pitches in a game he/she will not be allowed to play in the catchers position for the remainder of the game. The intent of this rule is to protect the player and prevent over exertion.

***This is a judgment call, to be made by the umpire on site, and cannot be protested.**