



# OVER THE HILL GANG

## Rules

Effective February 1, 2026

# OVER THE HILL GANG

## Rules

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### OTHG BOARD OF DIRECTORS

*Kevin Bronsan*

**President**

*Kevin Brosnan*

**Commissioner**

*Frank Badalamenti*

*Ronald "RJ" Fairclough*

*Thomas Joseph*

*Christopher Leelum*

*James Loughlin*

*Richard Marotto*

*Richard McClorey*

*David Saur*

**Members**

# OVER THE HILL GANG

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### Summary of Material Rule Changes for 2026

- **DIVISIONAL ALIGNMENT**
  - Returns to American and National Leagues
  
- **UNIFORMS**
  - Player may wear any OTHG jersey to be eligible to play in the game
  
- **SCHEDULED STARTING TIMES**
  - 1<sup>st</sup> Game – 7:00 PM

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## GENERAL LEAGUE RULES

### I. LEAGUE ELIGIBILITY

#### A. AGE

1. Player's minimum age, 40 years old, reached anytime during playing year
2. Players will be required to show proof of age via a valid driver's license

### II. TEAM ROSTERS

#### A. PRE-SEASON ROSTERS

1. Pre-Season rosters are mandated to be established at 16 **ACTIVE PLAYERS**
2. Prior to Draft
  - a. **TEAM MANAGER** will report to the **OTHG BOARD** the following:
    - i. The number of **ACTIVE PLAYERS** they have returning from the previous season roster
    - ii. The number of **RESERVE PLAYERS** that will be changing their status to **ACTIVE PLAYER**
    - iii. **OTHG BOARD** will determine how many players each team can draft and in which manner those players can be drafted so that a team can reach 16 **ACTIVE PLAYER(S)** prior to the start of the season
    - iv. See SECTION IV THE DRAFT
3. Post Draft and Prior to the Start of the Season
  - a. **TEAM MANAGER** notifies the **OTHG BOARD** that a drafted player or **ACTIVE PLAYER** has quit or will move to a **RESERVE PLAYER** and they will need a **REPLACEMENT PLAYER** to reach 16 **ACTIVE PLAYERS**
  - b. See SECTION C below

#### B. IN SEASON ROSTERS

1. Season in Progress
  - a. **TEAM MANAGER** notifies the **OTHG BOARD** that their **ACTIVE PLAYERS** have dropped to 13 or less
  - b. Team has the option to add a **REPLACEMENT PLAYER** (2014)
  - c. See SECTION C below

#### C. ROSTER REPLACEMENTS

1. Post Draft and Prior to the Start of the Season
  - a. Team will be able to draft a **REPLACEMENT PLAYER** in the same method they drafted the **ACTIVE PLAYER** they are replacing
  - b. If the team is unable to draft a **REPLACEMENT PLAYER** in the same manner above, they will be forced to choose a **LOTTERY PLAYER** provided there are at least 3 players in the **LOTTERY POOL** at that time
2. Season in Progress
  - a. A team will be able to add an **ACTIVE PLAYER** via the **LOTTERY POOL** provided there are at least 3 players in the **LOTTERY POOL**
3. **OTHG BOARD** reserves the right to handle emergency roster replacement situations

#### D. ROSTER SENORITY

1. **REPLACEMENT PLAYERS**
  - a. Prior to Start of the Season

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- i. Will have their placement date and draft round recorded to determine seniority amount the team's **REPLACEMENT PLAYER(S)**
  - ii. If more than one **REPLACEMENT PLAYER** is on a roster and any **RESERVE PLAYER** wishes to return to **ACTIVE PLAYER** status, the **REPLACEMENT PLAYER** with the least seniority is the first player bumped off the roster and the more senior **REPLACEMENT PLAYER** retains his roster spot (last on – first off)
  - iii. A **REPLACEMENT PLAYER** that is now deemed a **BUMPED PLAYER** has the option to either return to the draft and become a **LOTTERY PLAYER** or remain on that team as a **RESERVE PLAYER** and wait up to two years for a vacancy to become an **ACTIVE PLAYER** on that team roster
  - iv. Permanent status can occur if a permanent vacancy occurs on current roster (team does NOT have the option of denying the **REPLACEMENT PLAYER** a roster spot if a vacancy exists)
- b. In Season (2014)
    - i. Any **REPLACEMENT PLAYER** selected by a team on/or prior to the 8<sup>th</sup> game of the season can attain permanent status on the team roster
    - ii. Any **REPLACEMENT PLAYER** selected by a team after the 8<sup>th</sup> game of the season cannot become a permanent player on the team's roster and must return to the ensuing year's draft pool in order to be eligible to play in the OTHG League.

### E. TRADES

1. No trades are permitted for current roster players (2018)

### F. PLAYER REMOVAL

1. Removal of a player from current roster by the team for disciplinary reasons (absenteeism, behavioral, etc.) requires **OTHG BOARD** approval
2. Player notification done directly, regular mail or e-mail notification not permitted

## III. PLAYERS

### A. CATEGORIES

1. **ACTIVE PLAYER**
2. **RESERVE PLAYER**
  - a. Two consecutive years is maximum limit to maintain his permanent roster spot
  - b. If the player doesn't return to the active roster after the two (2) year limit, that player must re-enter league via the draft
3. **REPLACEMENT PLAYER**
4. **GHOST PLAYER**
5. **BUMPED PLAYER**
6. **FREE AGENT PLAYER**
7. **PREFERENTIAL PLAYER**
8. **LOTTERY PLAYER**
9. **GUEST PLAYER**
10. **SUBSTITUE PLAYER**

### B. CONDUCT

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1. **RIGHT TO REVIEW** - the **OTHG BOARD** has the right to review any player and/or manager's conduct
2. **INAPPROPRIATE BEHAVIOR** - any behavior that the **OTHG BOARD** deems inappropriate (fighting, vulgar and/or abusive language, violation of the Town of Oyster Bay Park Rules (2006) etc.) will be subject to review. In reviewing the reported behavior, the **OTHG BOARD** will acquire as much information as possible from as many sources available (managers, players umpires, witnesses, etc.)
3. **SANCTIONS** - if the **OTHG BOARD** determines such behavior was found to be inappropriate, the following sanctions will be considered against the offending individuals
  - a. Warning
  - b. Suspension (length to be determined by **OTHG BOARD**)
  - c. Ejection from the league

### IV. THE DRAFT (2025)

- A. **DRAFT DATE** – held withing two weeks or more to the start of the season
- B. **DRAFT ORDER** – Reverse order of final league standings (See Section V. below) (based on winning percentages), each round
- C. **DRAFT MAKE UP**
  1. **OTHG BOARD**, each draft, determines the make-up and quantity of the types of players each team will be able to draft (See SECTION II TEAM ROSTERS above)
    - a. Types of Players
      - i. **FREE AGENT PLAYER**
      - ii. **PREFERENTIAL PLAYER**
      - iii. **LOTTERY PLAYER**
    - b. All player types above must register for the draft prior to the draft unless they are players that were registered for the previous draft, and they are carried over to the current draft
- D. **DRAFT ROUNDS**
  1. Based on the number and types of players each team will be able to draft the following will be the order in which teams draft the types of players (See APPENDIX for example)
    - a. **FREE AGENT PLAYER(S)** picks will be used up first then,
    - b. **PREFERENTIAL PLAYER(S)** or **LOTTERY PLAYER(S)** picks will be used for the remainder of the draft selections
- E. **DRAFT POOL**
  1. New Players
    - a. From yearly registration
    - b. Registration dates and methods to be established by **OTHG BOARD**
    - c. The **PREFERTIAL PLAYER** and **LOTTERY PLAYER** draft pool is considered closed up to the tryout/workout date (2013) (Revised 2025)
    - d. Proof of identification (2025)
      - i. A license/photo ID is required to establish identity and age. (2019) (Revised 2025)
  2. Re-entering OTHG Players
    - a. From yearly registration
      - i. Can only be **LOTTERY PICK**

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- ii. **TEAM MANAGER** of player requesting to re-enter draft is no longer eligible to arrange a trade (2018)
- iii. If re-entering player is selected by team he has left, player is replaced into **LOTTERY POOL** and team makes new **LOTTERY PLAYER** pick
- b. **BUMPED PLAYER** will have their name entered in the **LOTTERY POOL** twice if not a **PREFERENTIAL PLAYER** selection (2005)
- c. Anyone who played within the past four (4) years can only be a **LOTTERY PLAYER** pick

### F. REPLACEMENT DRAFT

1. Post Draft Prior to Start of Season
  - a. Draft will be held prior to the start of the season.
2. In Season
  - a. Drafts will occur on the 4th, 8th and 12th **GAMES** (not weeks) of the season
  - b. The draft will take place at the park and all teams will be given prior notice to allow a team member to attend
  - c. A minimum of three (3) players must be in the **LOTTERY POOL** before a team can select a player
  - d. Selection will be via a “blind hat pick”

### G. DRAFT PENALTIES

1. **GHOST PLAYER** – any team that has a **GHOST PLAYER** on their roster will forfeit their next **FREE AGENT PLAYER** pick or **PREFERENTIAL PLAYER** pick
2. **FIVE-YEAR RULE**
  - a. To compensate a team for draft picks via a **PREFERENTIAL** or **LOTTERY** pick that violates the **FIVE-YEAR RULE**, the **REPLACEMENT PLAYER** will be the same as method as the lost pick from available candidates
3. If at the tryouts/workouts the **OTHG BOARD** determines that a player has purposely misrepresented themselves and their abilities, the **OTHG BOARD** may deem that player ineligible for the draft and will be subject to the **FIVE-YEAR RULE**. (2025)

### H. DRAFT SELECTION TRADES

1. Trades **only** permitted between **LOTTERY PLAYER** picks the night of the draft.

### I. TRY OUTS / WORKOUTS

1. League wide tryouts /workouts will be held each year for **PREFERENTIAL PLAYERS** (2013)
2. No team is permitted to hold their own tryouts of draft candidates

## V. DIVISIONAL ALIGNMENT

### A. DETERMINED BY COMBINED DIVISION OVERALL STANDINGS (based on winning percentage)

1. American Division – first six teams based on best winning percentages
2. National Division – next six teams

## VI. FINAL STANDINGS

### A. BASED ON WINNING PERCENTAGES - number of wins (tie equals ½ a win) divided by total of games played

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1. Tie Breakers (2025)
  - a. Wins
  - b. Head-to-head
    - i. Two Teams – better Head-to-Head record prevails.
    - ii. Three Teams or More – a “mini standings” is constructed to determine best winning percentage of games played involving the teams in the “mini standings”. If it is determined a team has the best winning percentage then that team wins this tie breaker and the remaining teams will re-test part b. of the Tie Brakers rule.
  - c. Runs Against Head-to-Head
    - i. Two Teams only – lower runs against
  - d. Runs Against – lower runs against provided equal number of games played, if unequal number of game, then it’s the average runs against per game
  - e. Coin flip

### VII. TOURNAMENT RULES

- A. **FORMAT** - determined by the **OTHG BOARD** for each given season
- B. **PROTESTS** – no game protests will be entertained
- C. **PLAYER ELIGIBILITY** - a player must play at least 8 games during the regular season to be considered eligible for the tournament. Eligibility is subject to review by the **OTHG BOARD** (2019)

### IX. LEAGUE ISSUES

- A. **QUORUM** - quorum to conduct league business consists of four (4) **OTHG BOARD** members and League Commissioner (2025)
- B. **VETO POWER** – **OTHG BOARD** Commissioner has veto power (2025)
- C. **RULE CHANGES**
  1. Submitted in writing including submitters name and date
  2. Submitted no later than the initial meeting of the new calendar year for ample time to review and incorporate
  3. The **OTHG BOARD** reserves the right to modify rules during the course of the season (2017)

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## GAME PLAYING RULES

### I. PLAYING RULES

- A. **GOVERNED** - OTHG League is governed by the ASA Slow Pitch Rules
- B. **CONFLICTS** - all OTHG League Playing Rules supersede in-conflict ASA Rules
  1. Any rule conflicts and/or interpretations will be address by the **OTHG BOARD**

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### II. INSURANCE

- A. **LIABILITY INSURANCE** - the Over the Hill Softball League only carries liability insurance

### III. PLAYING FIELDS

- A. **CANCELATIONS – ALLEN PARK** Officials have authority to cancel games at their discretion
- B. **GROUND RULES** - Ground Rules will be the same for each game played on that field as established by the **OTHG BOARD**
- C. **BASES** - base distances are 65 ft. (2006)
- D. **PITCHING DISTANCE** - pitching distance is anywhere between 50-55 ft. (2006)
  - 1. Distance used is at the pitcher's discretion (2006)
  - 2. Distance used is flexible, pitcher can change distance pitch by pitch basis (2006)
- E. **BENCHES** - Home Team's bench is the 1<sup>st</sup> base side
- F. **COMMITMENT LINES** - a physically applied commitment line lies halfway between each base (2014)
- G. **HOME RUN LIMITS (60 FOOT TURF ONLY)**
  - 1. The "5+1" (or 5-plus-1) limits a team to five over-the-fence home runs ("OTFHR"), after which any additional balls hit over-the-fence would result in an out unless the opposing team has reached at least five OTFHR as well.
    - a. Initial limit allows a team five OTFHR
    - b. After five OTFHR any ball hit over-the-fence thereafter will result in an out unless the below occurs prior to that sixth ball hit over-the-fence
    - c. If both teams have hit their fifth OTFHR, either team than can hit another ball over-the-fence and it will be counted as an OTFHR however, the team that has hit their sixth OTFHR cannot hit another OTFHR for a seventh until the opposing team has hit their sixth OTFHR prior to them hitting their seventh and so on

### IV. EQUIPMENT/UNIFORMS

- A. **CLEATS** - no metal cleats of any type will be permitted
  - 1. Violation is an automatic out of that player without any advancement of other runners
- B. **BATS**
  - 1. All bats must have an **OTHG CERTIFICATION STICKER** affixed to it by an **OTHG BOARD MEMBER** to be used in all league games
    - a. In the event a player has used a bat that does not have an **OTHG CERTIFICATION STICKER** and it was not noticed by the opposing team or umpire until after or during the player's at-bat
      - i. The bat will immediately be removed from the game and subject to ii. below
      - ii. The bat will be checked by the umpire to determine the following
        - a) The bat would have been a legal bat to use in all league games and it is only missing an **OTHG CERTIFICATION STICKER** the bat will just be removed from the game and the player can continue their at-bat with a bat that has an **OTHG CERTIFICATION STICKER**.

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- b) The bat is deemed to be to be an Illegal or Altered Bat (See 2. and 3. below) then the team and player are subject to the rules below
  2. Illegal Bats – bats comprised of composite material (barrel and/or handle) are banned from use in all OTHG games (2006)
    - a. Violation will result in the following penalties for each offense
      - i. Team forfeits game (2006)
      - ii. Player is suspended for the next two consecutive games
  3. Altered Bats (2006) - when the physical structure of a legal softball bat has been changed such as inserting material inside the bat or painting a bat (to disguise a banned bat) other than at the top or bottom for identification (2006)
    - a. Violation will result in the following penalties – 1<sup>st</sup> offense
      - i. Team forfeits game (2006)
      - ii. Player is suspended for the next six consecutive games (2006)
    - b. Violation will result in the following penalties – 2<sup>nd</sup> offense
      - i. Team forfeits game (2006)
      - ii. Player is **banned from the league** (2006)
- C. **UNIFORMS** - all players listed in the line-up must be wearing an OTHG Uniform shirt
  1. Player will not be eligible to play in the game (2025)
  2. Exception:
    - a. Any new player who hasn't received his OTHG Uniform from the **OTHG BOARD**
    - b. Weather (as determined by the **OTHG BOARD**) (2025)

## V. THE GAME

- A. **SCHEDULED STARTING TIMES** (Revised 2026)
  1. 1<sup>st</sup> Game – 7:00 PM
  2. 2<sup>nd</sup> Game – 8:45 PM
    - a. Each game has 10-minute grace period before forfeit is declared (2025)
- B. **GAME LENGTH**
  1. Regular Season Games - no new inning may start 1 hour and 30 minutes from the official start of the game as determined by the umpire. The 1:30 clock always starts @ 7:15pm regardless of the actual starting time (2020)
  2. Tournament Games – all games will be played to completion (nine innings or mercy)
  3. To minimize delay - Infield, Outfield and Pitcher warmups are allowed for first three innings only (2011 by Manager Vote)
- C. **MERCY RUN RULE**
  1. Game is terminated when a team is leading by 15 or more runs (2025)
    - a. Home team leading after 6 1/2 innings
    - b. Visiting team leading after 7 innings
- D. **FORFEITS**
  1. Must field a minimum of nine players
  2. All players must be **ACTIVE PLAYERS** on the roster (“Reserve” players are ineligible to play)
  3. Teams with 8 players may use a **GUEST PLAYER** so as not to forfeit. Teams with less than 8 players will automatically forfeit (2019)

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- a. The "forfeiting" team will "hat pick" a single player from a choice of three players provided by the opposing team
  - b. The selected player must bat last in the lineup
  - c. If during the game, a "ninth player" for the "forfeiting team" shows up, the **GUEST PLAYER** will return to his team
  - d. If the "forfeiting" team falls below 9 players during the game for any reason, the game is "officially" forfeited to the opposing team
  - e. If a game is played to conclusion, it is a legal game and recorded as a victory for the winning team
4. If a forfeit is declared, the score will be recorded 9-0
  5. Penalties
    - a. 1<sup>st</sup> Violation - \$100.00 team fine
      - i. Paid prior to ensuing year's registration or subject to team status being suspended by the **OTHG BOARD**
    - b. 2<sup>nd</sup> Violation – team's status to be reviewed by the **OTHG BOARD**

### E. TIE GAMES

1. Scores are final and reflected in team's record

### F. REGULATION AND OFFICIAL GAME RULINGS (based on ASA book rules, Sections 3 and 5)

1. A game is considered UNOFFICIAL and must be rescheduled in its entirety if the game is called and the game has not completed more than 4 innings
2. A game is considered OFFICIAL if it has been called by the umpire after five (5) or more *complete* innings as described below
  - a. Both teams have equal at bats
  - b. VISITING team is WINNING and the game is called
    - i. If the home team has not batted 5 FULL innings, the game is rescheduled in its entirety
    - ii. The score of a called regulation game (5 or more innings) shall be the score at the end of the last *COMPLETE* inning
      - a) Visiting team loses any runs scored in the incomplete inning
  - c. HOME team is WINNING or TIED and the game is called
    - i. In the bottom of the 5th or later, the score is recorded at that point
      - a) The inning does NOT have to be completed
      - b) The score does NOT return to the last completed inning
3. Any extenuating situations for continuing a game not covered by the above rules must be brought to the OTHG Board before the next set of league scheduled games
4. Final results can end in tie games
  - a. There are no "Continued Games" during the regular season, only rescheduled games
  - b. Some tournament rounds may allow continued games. See tournament rules as appropriate
5. The umpire is empowered to call a game at any time because of darkness, rain, fire, panic or any other cause that places the patrons or players in peril
  - a. The Town also has the authority to stop play at any time for any reason they feel necessary
6. If a game has been rescheduled in conflict with a regularly scheduled game, the original game is completed first

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- a. **OTHG BOARD** reserves the right to modify league schedules as necessary due to field permits, time, league issues, etc

### VI. PLAYERS AND SUBSTITUTES

- A. **LINE-UPS** - all players on the active roster and present must be part of the line-up and play the field (unless sick or injured)
  1. If a player declares himself unable to play (sick or injured) upon arriving to the game, he will not be allowed to enter the game at any time (2018)
- B. **START OF THE GAME LINE-UPS** - only players present at the start of the game can be listed in the line-up and all late arriving players must immediately be added to the bottom of the batting order upon arrival (2018)
- C. **PLAYING THE FIELD** - players must play the field for a minimum of 4 innings in every full-length game (8 ½ - 9 innings) unless they are designated as an **EXTRA HITTER** (see F. below). It is the **ACTIVE PLAYER'S** and **TEAM MANAGER'S** responsibility to monitor compliance.
  1. Player must play the field every other inning from the onset of the game or the players arrival (if after the start of the game) (2014) (i.e. they cannot sit out the first 5 innings and play the last 4)
  2. Penalties
    - a. 1<sup>st</sup> Offense – team warning
    - b. 2<sup>nd</sup> Offense – lose of team's next occurring **FREE AGENT PLAYER** draft pick or **PREFERENTIAL PLAYER** draft pick
    - c. 3<sup>rd</sup> Offense – team status reviewed by the **OTHG BOARD**
  3. **TEAM MANAGER** may notify umpire and opposing **TEAM MANAGER** before the start of a game if a player needs to exit the game early. Other than said player being ejected from the game, the lineup will be condensed with no penalty and the player will not be allowed to re-enter the game (2018)
- D. **SUBSTITUTIONS**
  1. Fielders
    - a. Unlimited & unrestricted (w/o violating 4 inning rule)
  2. Runners
    - a. Each player can run only once per game
      - i. Violation – runner will be declared out (2019)
- E. **EXTRA HITTER**
  1. Any team may choose to use an **EXTRA HITTER(S)** in their lineup
  2. The use of the **EXTRA HITTER(S)** must be declared by a team and notify the opposing **TEAM MANAGER** prior to the first pitch of the game. If a team does not declare their use of an **EXTRA HITTER(S)**, they cannot use any for that game
  3. The **EXTRA HITTER(S)** will not play the field and is not subject to the four-inning fielding rule (Rule VI.C above)
  4. To utilize the **EXTRA HITTER(S)**
    - a. If a team has a minimum of 11 players in the lineup, they can choose to use one (1) **EXTRA HITTER**
    - b. If a team has a minimum of 14 players in the lineup, they can choose to use two (2) **EXTRA HITTER(S)** (2025)

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5. Once a player is designated as an **EXTRA HITTER**, they cannot change that status or play in the field
6. In the event of injury, an **EXTRA HITTER** (no more than one) may replace the injured player, only if the injury has reduced the team to less than 10 fielders

### F. TOURNAMENT LINE-UP

1. If teams have an uneven number of players (i.e. Team A – 11 Players & Team B – 15 Players) the team with the higher number of players will have the following options (in this example Team B):
  - a. Use all of their players in the line-up for the entire game and have all of the players (except **EXTRA HITTER(S)**) play required minimum number of innings in the field
  - b. Use the same number of players in the opposing team line-up or more and substitute the players that were not in the line-up during the game thus designating them as **SUBSTITUTE PLAYER(S)**
    - i. If choosing b. above:
      - a) **SUBSTITUTE PLAYER(S)** coming into the game takes the place(s) in the batting order of the player(s) they are replacing
      - b) **SUBSTITUTE PLAYER(S)** who were not in the starting line-up must play at least four innings in the field and must enter the game by the 5<sup>th</sup> inning to insure they and the player(s) they replaced have each played at least four innings in the field
      - c) Player(s) removed from the starting line-up for a **SUBSTITUTE PLAYER(S)** cannot re-enter the game unless the team has only eleven players (and is using an **EXTRA HITTER**) and there is an injured player
      - d) Managers must communicate to the opposing Manager when **SUBSTITUTE PLAYER(S)** are entering the game and for whom
    - c. Only use the number of players the opposing team is using for the entire game
      - i. Unused players are ineligible for the game and that includes as an injury replacement
      - ii. Manager must communicate to the opposing Manager which player(s) they will not be using as **SUBSTITUTE PLAYER(S)**
  2. The player(s) designated as an **EXTRA HITTER** cannot be substituted for, they must remain in the line-up the entire game unless a team only has eleven players and one is injured at that point the **EXTRA HITTER** may play the field and the injured player is removed from the game.

### VII. PITCHING/BATTING

#### A. ARC

1. The ball must be delivered with a perceptible arc and reach a height of at least 6 ft. while not exceeding a maximum of 12 ft. from the ground (2018)

#### B. ILLEGAL PITCH (All in ASA "Rule 6 Section 7 Effect")

1. The umpire shall verbally state "illegal pitch"
2. If a batter swings at or contacts any illegal pitch, it is nullified and all play stands
3. If the batter doesn't swing, a ball shall be called on the batter

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### C. STRIKE ZONE

1. When a legally pitched ball lands on home plate or the home plate extension mat

### D. BALL/STRIKE COUNT

1. Each at-bat starts with a 1-1 count (1 ball 1 strike)

## VIII. BASE RUNNING

### A. FORCE PLAY

1. Is in effect at every base in every situation that a runner is advancing towards. No need to tag any runner but is permitted.

### B. COMMITMENT (is based on a runner's intent to advance to the next base on a base hit, a sacrifice fly or a fielder's choice) (2013)

1. Any base runner can be judged by the umpire to have "committed" himself to the next base
  - a. To aid in that judgment, physically applied "commitment" lines exist between 1st/2nd, 2nd/3rd and 3rd/home plate (2014)
  - b. BOTH feet of the runner need to PASS over the commitment line for commitment to the next base (2014)
  - c. This is a judgment call by the umpires that the player has fully passed the commitment line and can't be protested
  - d. Does NOT apply to a runner who is returning to retouch a base on a caught fly ball (2008)
  - e. Any base runner having passed the commitment line must continue to the next base. If the base runner crosses back over the commitment line towards the previous base, a DEAD BALL is called and the runner is out. All other runners are directed back to their previous base (2017)

### C. OVERRUNNING

1. Advancement to 2<sup>nd</sup> or 3<sup>rd</sup> base, the runner is permitted to overrun the base without risk of being put out (as long as there is no attempt to advance)
2. There is no limit to how far past the base the runner may go
3. There is no requirement to return to the base prior to advancing
4. Returning to a base, the runner is not permitted to overrun that base (subject to being put out)

### D. CONTACT RULE

1. When a runner is advancing to ANY base that is occupied by a fielder (i.e. positioned to receive a throw), the runner must attempt to avoid contact with the fielder
2. The runner is permitted to run to either side of the base, if needed, to avoid contact with the fielder. The runner is not required to touch the base in this situation
  - a. Avoidable Contact – runner is declared out
  - b. Incidental Contact – no penalty (i.e. caused by fielder's action)
3. At any base, the runner's foot needs to be IN CONTACT with the ground in the area of the base or on/past the home plate extension line (same as touching a base) for the umpire to determine safe or out.
4. This is a judgment call for the umpires (can't be protested)

### E. SLIDING

1. Advancing to a base
  - a. Sliding feet first or head/hands first is not permitted

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2. Returning to a base
    - a. Player is permitted to slide into the base head/hands first only
    - b. If runner has tripped or fallen, then they can reach for the base with either hand or foot
- F. 3rd STRIKE FOUL OUT (2006)**
1. Using ASA Book Rule, which allows runner to tag on 3<sup>rd</sup> strike foul fly.

## DEFINITION OF TERMS

(All Definition of Terms are in alphabetical order)

**ACTIVE PLAYER** - a player on a team roster who is participating in the current season

**ALLEN PARK** - 45 Motor Avenue, South Farmingdale, New York 11735

**BUMPED PLAYER** – once a *RESERVE PLAYER* wishes to return to the active roster, the last player acquired by that team in the previous season is now "bumped" off the roster (if the returning *RESERVE PLAYER* will bring the total roster count above sixteen players) and then will reenter the league as a *LOTTERY PLAYER*.

**DRAFT ORDER** - each season player draft, for each round, starts with the lowest seed (last place team) in the standings and works its way to the highest seed (first place team)

**EXTRA HITTER** – a player in the line-up that only makes plate appearance and is subject to any rules related to playing in the field. Once a player is declared an *EXTRA HITTER* he may not replace a player in the field unless the team drops to 9 fielders and then need the *EXTRA HITTER* to field 10 players.

**FIVE YEAR RULE** - any player that is selected by a team as a *PREFERENTIAL PLAYER* or *LOTTERY PLAYER* and refuses to play for the team that drafted them will be barred from playing or rejoining the league for five years.

**FREE AGENT PLAYER** - a player that registers to play in the league and is already claimed by a team prior to registering. The player does not have to attend the pre-season tryout/workout.

**GHOST PLAYER** - a player that has registered to play and the team or player pays the league registration fee and does not play during the season (non-injury or personal reasons related)

**GUEST PLAYER** - is a player from the opposing team used to fill the roster to avoid a forfeit. The opposing team can only provide a player if they have 11 or more players that evening, otherwise a forfeit is recorded

**LOTTERY PLAYER** - a player that 1) re-registers to play in the league and is not claimed by any team prior to registering but was on a team roster within four years of the last season they played in the league 2) a player who is eligible to be a *PREFERENTIAL PLAYER* but a team chooses to elect a *LOTTERY PLAYER* during a particular draft round the *PREFERENTIAL PLAYER(S)* are added to the *LOTTERY PLAYER(S)* with 1).

**LOTTERY POOL** – the collection of *LOTTERY PLAYERS*

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**OTHG BOARD** - is a collection of players and former players who govern the OTHG League, the OTHG BOARD Commissioner has an overriding vote on all *OTHG BOARD* decisions

**OTHG CERTIFICATION STICKER** – this is a sticker that all league bats must have to be used in league games. The sticker is used to make sure the bat does not violate illegal bat rules.

**PREFERENTIAL PLAYER** - a player that registers to play in the league and is not claimed by any team prior to registering. The player must additionally attend the pre-season tryout/workout to be eligible to be a Preferential Pick.

**REPLACEMENT PLAYER** - this is a player that a team acquires before of a *ROSTER VACANCY*

**REPLACEMENT PLAYER DRAFT** - this is a special draft that is conducted when a team, once the season has started, roster drops to 13 *ACTIVE PLAYERS* or less. This special draft is conducted before the 4th, 8th, and 12th games of the season. The draft will take place at Allen Park and all teams will be given prior notice to allow a team member to attend. There must be a minimum of three players in the *LOTTERY POOL* before a team can select a *REPLACEMENT PLAYER* in this draft.

**RESERVE PLAYER** - player who becomes inactive due to health or personal reasons, they do not take up one of the sixteen roster spots, they will remain on the team for two years and after two years if they have not returned to the active sixteen-man roster then must reenter the draft as a *LOTTERY PLAYER* if they wish to play. *RESERVE PLAYER(S)* can return to an active roster at the beginning of the following season they have declared themselves on reserve.

**ROSTER VACANCY** - when a team loses a player (injury/quit) and drops below the required sixteen players.

**SUBSTITUTE PLAYER** – during the Reilly Cup Tournament this is a player who is not in the starting line-up but is inserted into the game and replaces a starting player and assumes their position in the batting order

**TEAM MANAGER** - a player(s) from team or representative for a team that is responsible for attending league meetings and corresponding with the *OTHG BOARD* regarding team matters (i.e. Rosters, uniforms, player matters, etc.)

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### APPENDIX

#### DRAFT ROUND EXAMPLE

Players Needed Per Team and number and Types of Players awarded to each team by the **OTHG BOARD**

Team	Players Needed	Free Agents Players (FA)	Preferential Players (PP)	Lottery Players (LP)
12 Seed	4	2	2	0
11 Seed	2	2	0	0
10 Seed	0	0	0	0
9 Seed	0	0	0	0
8 Seed	1	1	0	0
7 Seed	1	1	0	0
6 Seed	0	0	0	0
5 Seed	3	0	3	0
4 Seed	2	0	2	0
3 Seed	1	0	1	0
2 Seed	0	0	0	0
1 Seed	1	0	1	0

Team Draft Order	Round 1	Round 2	Round 3	Round 4
12 Seed	FA	FA	PP	PP
11 Seed	FA	FA	-	-
10 Seed	-	-	-	-
9 Seed	-	-	-	-
8 Seed	FA	-	-	-
7 Seed	FA	-	-	-
6 Seed	-	-	-	-
5 Seed	PP	PP	PP	-
4 Seed	PP	PP	-	-
3 Seed	PP	-	-	-
2 Seed	-	-	-	-
1 Seed	LP (a)	-	-	-

a.

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- (a) 1 Seed decided not to choose from just the **PREFERENTIAL PLAYERS** and wanted those players included with the players that were in the **LOTTERY POOL** and then make their draft pick