

**OFFICIAL RULES  
OF ETOBICOKE HOUSE LEAGUE  
BASEBALL**



# **OFFICIAL RULES OF ETOBICOKE HOUSE LEAGUE BASEBALL**

The Etobicoke Baseball Association and its Local Associations are united in their goal to foster and promote amateur youth baseball in Etobicoke. It is with that in mind we have created this set of House League rules to harmonize Interleague play and discipline throughout our jurisdiction.

The Official Rules of Baseball shall govern all games except as provided in the playing rules below

## **1. Age Categories**

|                       |   |
|-----------------------|---|
| <b>Blastball</b>      | 5 years old and younger who do not reach their 6 <sup>th</sup> birthday during the current calendar year.   |
| <b>T-Ball</b>         | 7 years old and younger who do not reach their 8 <sup>th</sup> birthday during the current calendar year.   |
| <b>Rookieball</b>     | 9 years old and younger who do not reach their 10 <sup>th</sup> birthday during the current calendar year.  |
| <b>Mosquito:</b>      | 11 years old and younger who do not reach their 12 <sup>th</sup> birthday during the current calendar year. |
| <b>Pee Wee Boys:</b>  | 13 years old and younger who do not reach their 14 <sup>th</sup> birthday during the current calendar year. |
| <b>Pee Wee Girls:</b> | 13 years old and younger who do not reach their 14 <sup>th</sup> birthday during the current calendar year. |
| <b>Bantam Boys:</b>   | 15 years old and younger who do not reach their 16 <sup>th</sup> birthday during the current calendar year. |
| <b>Bantam Girls:</b>  | 16 years old and younger who do not reach their 17 <sup>th</sup> birthday during the current calendar year. |
| <b>Midget Boys:</b>   | 18 years old and younger who do not reach their 19 <sup>th</sup> birthday during the current calendar year. |
| <b>Midget Girls:</b>  | 21 years old and younger who do not reach their 22 <sup>nd</sup> birthday during the current calendar year. |
| <b>Junior:</b>        | 21 years old and younger who do not reach their 22 <sup>nd</sup> birthday during the current calendar year. |

## **Field Dimensions**

|               |              |              |                 |
|---------------|--------------|--------------|-----------------|
| <b>SERIES</b> | <b>MOUND</b> | <b>BASES</b> | <b>DIAGONAL</b> |
|---------------|--------------|--------------|-----------------|

|              |          |        |              |
|--------------|----------|--------|--------------|
| T-BALL       | 50' 0"   | 60' 0" | 84' 10 1/4"  |
| ROOKIEBALL   | 44' 0" ‡ | 65' 0" | 91' 11"      |
| MOSQUITO     | 44' 0"   | 65' 0" | 91' 11"      |
| PEEWEE       | 50' 0"   | 75' 0" | 106' 5/8"    |
| BANTAM       | 60'-6"   | 90' 0" | 127' 3 3/8"  |
| BANTAM GIRLS | 55' 0"   | 82' 0" | 115' 11 5/8" |
| MIDGET       | 60'-6"   | 90' 0" | 127' 3 3/8"  |
| JUNIOR       | 60'-6"   | 90' 0" | 127' 3 3/8"  |

‡ – located at the centre point of an 8' diameter safety circle.

|                                   | T-Ball    | Rookieball | Mosquito  | Pee wee   | Bantam    | Midget    | Junior    |
|-----------------------------------|-----------|------------|-----------|-----------|-----------|-----------|-----------|
| <b>Game Length (Inn)</b>          | 2         | 3          | 6         | 7         | 7         | 7         | 7         |
| <b>No New Inning</b>              | 1hr 45min | 1hr 45min  | 1hr 45min | 1hr 45min | 1hr 45min | 1hr 45min | 1hr 45min |
| <b>Innings Pitched</b>            | N/A       | N/A        | 2         | 3         | 3         | 3         | 3         |
| <b>Grace Period</b>               | 15 min    | 15 min     | 15 min    | 15 min    | 15 min    | 15 min    | 15 min    |
| <b>Mercy</b>                      | N/A       | N/A        | 5         | 5         | 5         | 5         | 5         |
| <b>Infield Fly</b>                | N/A       | N/A        | Yes       | Yes       | Yes       | Yes       | Yes       |
| <b>Drop 3<sup>rd</sup> Strike</b> | N/A       | N/A        | No        | Yes       | Yes       | Yes       | Yes       |
| <b>Open Inning</b>                | N/A       | N/A        | N/A       | N/A       | N/A       | Yes       | Yes       |
| <b>Bunt</b>                       | No        | No         | No        | Yes       | Yes       | Yes       | Yes       |
| <b>Leadoff</b>                    | N/A       | N/A        | No        | Yes       | Yes       | Yes       | Yes       |
| <b>Steal</b>                      | N/A       | N/A        | Def Error | Yes       | Yes       | Yes       | Yes       |
| <b>Min # Players</b>              | 7         | 7          | 7         | 7         | 7         | 7         | 7         |
| <b>Balk</b>                       | N/A       | N/A        | No        | Yes       | Yes       | Yes       | Yes       |
| <b>Late Arrival (Inn)</b>         | 2         | 2          | 2         | 4         | 4         | 4         | 4         |
| <b>2 out catchers</b>             | Yes       | Yes        | Yes       | Yes       | Yes       | Yes       | Yes       |
| <b>Warmup pitches</b>             | N/A       | N/A        | 8*5       | 8*5       | 8*5       | 8*5       | 8*5       |
| <b>Forfeit Score</b>              | 5-0       | 5-0        | 6-0       | 7-0       | 7-0       | 7-0       | 7-0       |

### IMPORANT PITCHING INFORMATION (ALL DIVISIONS)

The violation of any pitching rules may result in forfeiture of the game in which the violation occurred. When the use of a pitcher who is ineligible or about to become ineligible is evident scorekeepers or other officials MUST notify the manager or coach of the offending team so that an opportunity for assignment correction may be immediately affected.

#### A. Equipment

**A.101** Bats constructed of alumni, fibreglass magnesium, or other approved manufacturer's materials will be permitted.

**For the Midget** category, only Minus 5 (length-weight differential) bats with 2 5/8 maximum diameter barrels will be allowed.

**For, Junior, and Senior** category, only Minus 3 (length-weight differential) bats with 2 5/8 maximum diameter barrels will be allowed. **The bat must clearly show the manufacturer's ORIGINAL marking (length-weight differential). If not, the bat will be considered illegal. Rule 6.06(d) will apply with this addition as shown in bold above. This rule applies only to non-wooden bats.**

**A.1.02.**Uniforms consists of a team jersey with number, long pants and a cap. These must be worn by all players and coaches while participating in a game. (Minimum coach's uniform is a matching jersey and cap) **LONG PANTS MUST BE WORN – INCLUDING PRACTICES.**

Running shoes or shoes with molded rubber or plastic cleats may be worn. Shoes with metal cleats are prohibited, except at Junior.

In Rookieball the pitcher is required to wear the prescribed helmet with the mask attachment.

**A.1.03** The on deck batter, the batter and base runners must wear double earflap helmets. Chin straps are mandatory at all levels except Junior. All players shall while at bat, in the on-deck circle and on the base-paths in all age categories. Chinstraps on batting helmets are to be mandatory for Bantam category and lower.

**A.1.04** The E.B.A. rules require catchers in all age categories to wear a protective helmet and mask and cup while catching. NOTE: This includes practice and warm-up situations, such as the bullpen or between innings. Coaches must wear at least a mask in all practice and warm-up situations. Throat protectors are mandatory for all catchers.

**A.1.05** It is recommended that **ALL** players wear a protector cup (or Jill straps for females).

## **B. Decorum**

### **B.2.01 Team Conduct**

Continued, prolonged or chronic harassment of officials/opposing team members, or conduct considered detrimental to the best interests of the EBA or it's associations by a team, player, coach or manager before, during or after a game, shall subject the offender(s) to forfeiture of the game and further penalty as deemed necessary by the EBA Council.

**B.2.02** That the use of all tobacco products (including smokeless), alcohol, illegal drugs, by all on-field participants (players, coaches, managers, umpires etc.) be prohibited at all competitions sanctioned by the EBA, **PENALTY: Automatic ejection from the game.**

### **B.2.03 Head Coach Responsibilities**

(i) Each manager and head coach is responsible for the behaviour of all players, coaches and spectators with their team. Should all present, roster listed, coaches be ejected the game will be forfeited

(ii) **Home team manager/coach must report game score, ejections, and protests, to the series convener within 24 hours of the scheduled game start.** When reporting an ejection the following information must be provided to the Convener: Name of the player/coach; name of the team, the division the team is in; name of the Area Association; the nature of the offence; the name of the umpire(s) and the date of the offence. **PENALTY: One (1) game suspension**

(iii) **The team manager and/or coach of each team shall have the umpire(s) sign their names on the scorebook at the plate after the completion of the game. The umpire(s) must also print their names above the signature.**

## **C. Game Play**

### **C.3.01 Player Rotation**

No player may sit out a second inning in a game until ALL players have sat out at least one inning.

Coaches must ensure each player has a reasonable balance of playing time between outfield and infield.

### **C.3.02 Batting**

Each Head Coach must submit a copy of the team's batting order to their opponent's scorekeeper at the beginning of the game with the batter's name and jersey number. All players will bat consecutively as listed in the batting order. No changes will be made unless it is mutually agreed to between Coaches.

From T-Ball to Mosquito any late arriving players will be added at the end of the batting rotation up to the end of the 2<sup>nd</sup> inning. In Peewee to Junior it will be up to the end of the 4<sup>th</sup> inning

### **C.3.03 Contact Rule:**

**A.** Runners are instructed to ***attempt to avoid*** making contact with a fielder. ***Sliding is the preferred method***, not the only method. A player who maliciously runs into another player is to be declared out (unless he/she has already scored prior to committing the infraction) and is to be automatically ejected (whether or not declared safe).

**B.** Contact shall be considered malicious if: the contact is the result of intentional excessive force, and/or there is intent to injure.

**C.** Malicious contact is to be penalized whether committed by an offensive or defensive player. The Umpire shall determine whether contact was avoidable or unavoidable whether the runner was trying to reach the base or attempting to dislodge the ball from the fielder. IF the runner a) could have avoided the fielder and reached the base, or b) attempted to dislodge the ball, the runner is out even if the fielder loses the possession of the ball. The ball is dead and all other runners

shall return to the last base legally occupied by them at the time of intent to contact. If the fielder blocks the base path, the runner may slide into or collide with the fielder as long as the runner is making a legitimate attempt to reach the base. IF the collision is flagrant, the runner is called out and ejected. The ball is declared dead. If the defensive player blocks the base path clearly without possession of the ball, obstruction is called. The runner is safe and a delayed dead ball is signalled. If the runner collides flagrantly, he/she shall be declared safe due to obstruction but shall be ejected. The ball is dead.

### **C.3.04 Pitchers**

A second trip to the same pitcher in the same inning will cause the pitcher to be automatically removed from the pitching position.

a)

A pitcher may only pitch the prescribed number of innings for the series that he is registered. Once a pitcher has pitched he will not be allowed to return to pitching again in that game, (includes extra innings) but may play other defensive positions.

a i)

Except at Midget and Junior where consecutive innings will be optional for member associations, but must be declared before the season starts and once declared used for the full season including playoffs.

b) One pitch constitutes an inning.

c) Innings must be consecutive (Exception see a i) above

**PENALTY:** any infraction involving the above rules shall result in game forfeiture by the offending team

### **Player Injuries**

Any player leaving the field due to an injury must remain out of the game for at least a complete defensive inning, before re-entering the game in a defensive position. If a player is unable to take his next turn at bat, after having been removed from the field due to an injury, he shall be removed from the line-up and removed from further play in the game (this is not an out nor is it considered batting out of turn). A batter taking his turn at bat may not have a pinch runner unless injured in a play during this turn as a batter/runner. A pinch runner will be the last recorded out.

A roster player must have played in a minimum of 1/3 of the regular season games in order to qualify for play-off participation.

## **RULES, DISCIPLINE & PROTEST COMMITTEE**

### **PROTESTS**

## D.1.01

- A. All protests will be dealt with by a Protest Committee consisting of at least three (3) E.B.A. executive members appointed by the E.B.A. President. The E.B.A. President may preside at a protest hearing.
- B. Protests will only be accepted if they are based solely on a baseball rule violation.
- C. Protests must be made at the time of the incident and before the next pitch is made or a runner is retired by the manager to the chief umpire who will:
  - i. advise the other team
  - ii. ensure that the scorebooks of both teams are appropriately noted
  - iii. Sign both scorebooks

Protests are not valid if these steps are not taken.

- D. A protest is not official until it is confirmed in writing within forty-eight (48) hours of the incident. Copies of the protest must be sent to the:
  - i. E.B.A. President
  - ii. E.B.A. General Manager of Rep or General Manger of Select.
  - iii. Umpire in Chief
- E. All protests must be accompanied by a fifty (50) dollar fee that will be refunded if a protest is upheld.
- F. Each team may be represented at the Protest Committee hearing by two (2) representatives. Teams shall be advised by the E.B.A. Secretary through their E.B.A. representatives as to the date of the hearing.
- G. The decision of the Protest Committee will be final.

## SUSPENSIONS

### D.1.02

- H. All matters which may require disciplinary action must be reviewed by the Discipline Committee consisting of three (3) EBA Executive members appointed by the E.B.A. President. To ensure a quorum can always be achieved, a Discipline Committee of more than three (3) members shall be formed by the E.B.A. Executive. Members of the Discipline Committee presiding can include the Umpire in Chief, General Mangers of Rep and/or Select and the President and such other people who have not specific league affiliation.
- I. The Discipline Committee shall have the right to suspend or reprimand individuals or member leagues involved in any matter under its jurisdiction.
- J. All incidents which occur during the course of a ballgame and which require disciplinary action must be reported by the chief umpire of that game to the Series Convener within forty-eight (48) hours of the incident. The Series

- Convener must report to either the General Manager of Rep or the General Manager of Select.
- K. If deemed necessary, the General Manager of Rep or the General Manager of Select as applicable will advise the Secretary who will advise the appropriate Executive members and the Discipline Committee will set the date, time and place for the said Committee to meet. This should take place forty-eight (48) hours after being notified of the incident.
- i. The parties involved will be informed of the meeting, advised to attend and present material relevant to the matter under consideration.
  - ii. Any incident involving an assault or harassment of a coach, manager, E.B.A. official, player or umpire shall result in an automatic suspension until the Discipline Committee reviews that matter.
  - iii. Any bench-clearing incident that occurs during the course of a game will result in the automatic suspension of the managers involved. Such suspension will be for minimum of three (3) games and will be reviewed by the Discipline Committee.
  - iv. Any minor who is subject to suspension and is invited to this meeting is entitled to representation by a parent or team official.
- L. Any player, coach or manager ejected from a sanctioned E.B.A. (exhibition, regular season or playoff) game is suspended for one game, and this to be the next scheduled sanctioned game. Any further ejection during the course of the season will result in the automatic suspension of the individual until the matter is reviewed by the Discipline Committee.
- M. Decisions reached by the Discipline Committee will be final..

### **D.1.03 Discipline:**

a) In the case of a player or coach being ejected from a game, specific discipline shall apply:

#### **COACH/PLAYER EJECTED:**

##### **Mosquito, Pee Wee and Bantam**

Completely leave the vicinity of the ball park plus **automatic one (1) game** suspension to be served for the next league game played by his team. Any person who has been suspended shall not be permitted to attend any game(s) from which he has been suspended.

##### **Midget and Junior**

Completely leave the vicinity of the Ball Park plus **automatic one (1) games** suspension to be served for the next league games played by his team. Any person who has been



suspended shall not be permitted to attend any game(s) from which he has been suspended.

Any Midget or Junior participant who is ejected for the second time during the regular season will be **suspended for two (2) games**.

**D.1.04** Any coach or player wishing to appeal the "automatic" suspension shall do so in writing to the Chairman of the RD&P Committee no later than 48 hours (exclusive of Saturdays, Sundays and Statutory holidays) after the event by registered mail, hand delivery or fax or email.

The RD&P Chairman after compiling the facts shall decide whether or not the appeal merits a special meeting of the Committee. If he believes there are not sufficient grounds to merit such a meeting he shall decline the appeal. The RD&P Chairman does not have the authority to approve any such appeal. Only the RD&P Committee may do so.

These suspensions may be delayed by the Chairman of the RD&P Committee provided an appeal has been filed by the injured parties and the Chairman has agreed to hear the appeal. Written confirmation of the delay in the suspension pending a hearing must be obtained by the suspended parties, otherwise the suspensions must be served. In such case the Umpire shall submit a full report of such matters to the RD&P Committee and if the Committee deems further action necessary it may so act.

b) 1. The RD&P Committee has the authority to suspend any player, coach, manager or team official for a maximum **of five (5) games** (the total of five games shall include the automatic suspension). Any suspension of up to five (5) games may be appealed, in writing, by registered mail or hand delivered within seven (7) days to the Chair, RD&P Committee.

The RD&P Committee shall submit any recommendation for further suspension to the EBA Council.

2. The EBA Council shall review the RD & P Committee's recommendation for further suspension and may accept it as submitted, add to it, or reduce it. Under no circumstances may the EBA Council reduce the first five (5) games of any player's, coach's, manager's or team official's suspension.

3. Any additional suspension invoked by the EBA Council or R.D. & P. is subject to appeal in writing, by registered mail or hand delivered within seven (7) days, to the President. In receipt of a written appeal, the President shall invite the suspended party(s) to attend the next EBA Council meeting where the Council shall review the appeal. The Secretary shall notify the appellant of the Council's decision in writing within seven (7) days of the meeting.

**c) Ejections (Umpire Submit Report)**

Umpires must ensure that any ejected player, coach, manager or team official is advised at the time of the ejection and record it on the game sheet of both teams. (Failure to record it on the game sheet does not nullify the ejection.) In the case of a player being ejected the coach or manager of that team shall also be verbally advised of the ejection at the time it happens. At the conclusion of the game, the umpire is responsible for informing the Area Association Umpire-In-Chief of the ejection(s).

#### **D.1.04 Complaints:**

A person wishing to register a complaint due to the actions of any EBA representative, umpire, player, coach or manager shall submit such complaint in writing to the applicable Series Convener not later than 48 hours (exclusive of Saturdays, Sundays and statutory holidays) after the event by registered mail, fax, e-mail or hand delivery.

The Convener shall then advise the person(s) against whom the complaint has been made and invite the person(s) to respond in writing within 48 hours (exclusive of Saturdays, Sundays and statutory holidays) after notification of the complaint. After reviewing the complaint and response, if any, the Convener may either mediate a solution between the parties, determine that the complaint is not warranted and dismiss the matter, or refer the matter to the RD & P Committee or Council for appropriate action. The Convener will forward a report on the action taken to the Chair of the RD & P Committee for record purposes.



# RULES GOVERNING T-BALL

The Official Rules of Baseball shall govern all games except as provided in the playing rules below.

The actions of players, coaches, umpires and league officials must be above reproach. Players, parents or coaches, while participating in a scheduled game are not permitted to deliberately harass, or direct any discourteous remarks at the officials or other members of the opposing team. Coaches, assistants, parents or players engaging or participating in conduct inimical to the spirit, principles and objectives of good sportsmanship in Etobicoke, shall receive a single warning from the umpire. If the offence or offences continue, the offender or offenders will be removed from the game. Anyone removed from the game must leave the playing field and spectator area. Failure to do so could result in a forfeiture of the game. A game declared ended by the umpire for violation of the rules will be recorded 5-0 for the offended team.

All coaches are responsible for their conduct and those of their players while on the playing field. Failure to control any team member may result in forfeiture of the game. Coaches are expected to follow the Martingrove Baseball Code of Conduct. Coaches should not display, encourage or accept unsportsmanlike behavior. Obviously, disappointments do occur but prolonged outbursts or overly aggressive demonstrations **will not be tolerated**. Specifically, **helmet or bat throwing** is unacceptable as is the use of coarse and improper language. The coach is advised to deal sternly with repeated behavior of this sort. Angry outbursts directed at umpires will not be condoned and the umpire should follow laid down rules in dealing with same.

Smoking is not permitted on the playing field and dugout. Alcohol consumption is strictly forbidden at all Ball Parks by all personnel and fans. Players are expected to give their best effort and to come to all practices and games. Timely notice to coaches of absences is more than a courtesy; it is essential to proper planning of team effectiveness.

## 1. Field Dimensions

**Bases are to be fifty feet (50') apart.** Please do not short change the children for running the distance. A halfway point between all bases will be marked by the umpire.

## 2. Field Conditions

The umpire is the person in authority to suspend play in case of weather once the game begins. Prior to the game commencing, the assessment is made by the home team. Obviously, this is an area that can be subject to abuse and calls for an unbiased approach. Should the umpire be in attendance, he/she should be consulted; however umpires cost the league money and we do not want to call out an umpire unnecessarily. Please ensure sound judgment and get agreement whenever possible from the visiting team. With respect to doubleheaders, the umpires shall decide on the start of the second game. At playoff time, this decision is transferred to the Vice-President, or League President. When umpires are not in attendance for a game the Umpire-In-Chief and the Vice-President of the division you coach must be notified **within twenty-four (24) hours**.

## 3. Game Times

Starting Time - 6:15 p.m. Forfeit - 6:30 p.m. No new innings to start after 8:00 p.m. All players should arrive at the park no later than 6:00 p.m. The official time, upon which all decisions are made regarding starting, stopping, setting of curfews, and any other time related issues, is based on the umpire's watch.

## 4. Uniforms

- a) Uniforms consist of a team jersey, long pants and a cap. These should be worn by all players and coaches while participating in a game. **LONG PANTS MUST BE WORN -INCLUDING PRACTICES.**
- b) Running shoes or shoes with molded rubber or plastic cleats may be worn. Shoes with metal cleats are prohibited.
- c) The on deck batter, the batter and base runners must wear a prescribed protective helmet with flaps covering both ears. Chin straps are mandatory and will be worn as designed by the manufacturer. All catchers are required to wear a mask with throat protector, helmet, chest protector and shin guards. The pitcher is required to wear the prescribed helmet with the mask attachment.

## 5. Equality of Playing Time

During each game, all players must be rotated between the infield and outfield as equally as possible.

No player can play the infield for a second time until all players have played the Infield at least once.

Throughout the course of the season players should have been given the opportunity to play all positions. No player will sit out.

## 6. Call-ups

Call-ups are permitted from a lower level of play (Blastball) only when coaches reasonably believe that the team will be unable to field a team of nine (9) players. **Call-ups from Blastball must be five (5) years old** by December 31st to be called up during the regular season. If, after calling up a player, the team is able to field a team of nine (9) of its own players, the call-up must still play the game (for either team). No call-ups are permitted during playoffs.

## 7. Lineups

- a) During the regular season each team will have a starting line-up of between seven (7) and fourteen (14) players, but if due to unavoidable circumstances either team has less than the other, but not less than seven (7), the game shall be played and the team with the less players will be allowed the same amount of bats by rotating the batting order. The batting lineup will be based on the team in the division having the most players assigned to their team and will remain the same throughout the game regardless of defensive rotations.
- b) During play-offs the batting order must continue to be an equal number. Teams with even less than seven (7) players are still allowed to play during the playoffs.
- c) All players in attendance at a game in which their team is participating must be scheduled to play.
- d) Before the game begins each team must present their batting order to each other, and advise the umpire when completed. (Before 6:30 p.m.)
- e) After the game begins, changes or additions to this line-up must be made before the umpire calls "Play Ball" for the first batter at the beginning of an inning, except in the case of an injury or sickness. All line-up changes must be reported to the umpire and the scorekeeper from the other team. NOTE: In the case of a player showing up too late to start the game, but before the start of an inning, he will be placed at the last batter position in the line-up. The other team will be allowed to readjust their line-up by one batter. If batting out of order occurs, the batter that should have batted will bat next.
- f) If at the time a game is scheduled to begin, a team does not have a minimum of before he/she declares the game forfeited to the non-offending team. A game declared forfeited will be recorded 5-0 for the non-offending team. In the event neither team can field seven (7) players, the game shall be re-scheduled.

**COURTESY** – The scorekeeper for each team should warn each other of this offence prior to the improper batter hitting the ball.

## 8. Regulation Game

An official game will consist of two (2) complete innings. No innings will begin after 8:00 p.m. Curfew at 8:15 p.m. In regular season any two (2) or more completed innings where there is a tie shall be scored as such. In the event the umpire terminates the game before the end of at least two (2) complete innings, the game will not be considered a regulation game and will be re-played at the point it was left off with the score picking up from there. During playoffs, one (1) extra inning will be played if necessary until one (1) team has scored more runs at the end of a completed inning. If still tied and extra innings are still needed, after three (3) innings, each coach will pick five (5) players to hit. If after that inning is played, there is still a tie, each coach will pick another five (5) players to hit (not the same five (5) players, unless the team has run out of players) time and daylight permitting.

## 9. Forfeiture

Games that do not start within the allotted time (See Rule 3), will be forfeited subject to the discretion of the umpire.

A team with fewer than seven (7) players will forfeit the game. This rule does not apply during the playoffs. The team that forfeited gets zero (0) points; the other team gets two (2) points. **The score is recorded as 6-0.**

A double forfeiture will occur should both teams fail to field a minimum of seven (7) players each. Both teams get zero (0) points. The score is recorded as zero (0) to zero (0).

If an umpire rules that a coach is deliberately delaying a game, a warning is given to the offending coach. The warning is to inform the offending coach that the game is being unnecessarily delayed, and that any further unnecessary delay, at any time during the game, will result in forfeiture of the game.

## 10. Local Rules

- a) Each team shall have a catcher who shall play a position normally taken by the catcher behind home plate, far enough back so he/she does not interfere with the batter while batting.
- b) To ensure maximum learning for all positions, the coach must ensure that all players play an equal amount of innings in the outfield/infield or as catcher, no matter how strong/weak the player is at those positions. Infield players are not allowed to stand on the base line, thereby blocking players from running from base to base
- c) The offensive team shall be allowed to have an adult (coach) at or near each base. Parents or coaches can not interfere with the game. They can not touch a ball or a player during a play. Parents have to stay behind the cage and the extended line from there.
- d) The Tee has to be on home plate. Once the ball is on the Tee, the coach has to be behind the fence. Only the batter, the catcher and the umpire are allowed to stand at home plate. The umpire will call "Play Ball" loud and clear. If the ball is hit off the Tee but is judged to be hit with insufficient force to go beyond the imaginary dead ball line (6 feet in front of the Tee), the umpire will call "Dead Ball" immediately. All runners will go back to their original base and the batter will try again. **THERE ARE NO LIMITS ON HOW MANY TIMES A PLAYER CAN TRY TO HIT THE BALL.** A ball must be beyond the Dead Ball line to be considered a fair ball.

## 11. Stoppage of Play

- a) Once the ball is hit into the field the player will then run towards first base.
- b) Once a player picks up the ball he/she throws it to either a base player or back to the pitcher to stop the play.
- c) If the runners have cleared the half-way mark to the next base, they are advanced to that base; otherwise they have to return to the base they just passed.
- d) If a player throws the ball to any base in an attempt to get the batter out and the ball is not caught, there will be no extra base given for an overthrow.

- e) Two coaches will be allowed on the playing field on the grass (when their team is fielding) to instruct their own players. Parents are not allowed on the field at any time unless acting as an assistant coach at the request of a coach and/or assistant coach.

## 12. Leadoffs

Base runners cannot lead off (step off the bag) until the batter has hit the ball from the Tee. The umpire will tell the player and return him/her to the base. The coach and the player shall receive a reminder not to lead off.

## 13. Last Batter

- a) In the case of the last batter, the out must be made at home plate to close the inning. Only the catcher must touch home plate with the ball in his/her possession and the ball must be thrown in from outside the dead ball line (No ball can be run in and handed off to the catcher).
- b) The inning is over once the last batter has been put out or made it to base and the play has been stopped. In the case of the last batter, if the ball is thrown out of play, all runners score. On the last batter, if a parent behind the fence interferes with a play or with the ball rolling under the fence all runs score.
- c) In the event that the last batter of the offensive team is out on a fly ball, base runners must tag-up before leaving the base and are then permitted to score, subject to having to score prior to the ball being returned to the home plate. The ball must be returned to home plate on last batter to complete the inning, regardless if it is a fly ball.

## 14. Infield Fly Rule

The infield fly rule is not applicable.

## 15. Contact Rule

In an effort to reduce injuries, the EBA requires runners to avoid making contact with a fielder. A player who, in the opinion of the umpire, could have avoided running into another player shall be declared out. (No ejection at this division)

## 16. Umpires

- a) Once the batting line-ups have been exchanged the umpire takes charge of the game.
- b) The decisions of the umpire shall be final. However, the coaches of either team shall be entitled to ask permission to approach the umpire for an interpretation of the rules, at the end of an inning. The game will then proceed immediately with no further questioning. Parents are not allowed to ask an umpire for an interpretation of the rules.
- c) The umpire is responsible for seeing that the Tee and bat gets moved after every hit, so any runner coming into home plate can touch the plate.
- d) If a player running to a base gets hit by a batted ball the runner is out.
- e) Only the umpire can call "Time". It is the duty of the umpire, after he has been notified, to call out "Last Batter" (loud enough for both teams to hear). Failure to do so does not nullify the play.

## 17. Completion of Defensive Team

The umpire may terminate a game before completion for reasons of darkness, bad weather or dangerous field conditions, etc.

## 18. Points and Standings

- a) For the purposes of establishing team standings and playoff match-ups, points are awarded based on the outcome of each regular season game. The awarding of points in the rules that follow is based on regular season results.
- b) The winning team is awarded two (2) points, and a losing team gets zero (0) points. Where the last completed inning resulted in a tie score, one (1) point shall be awarded to each team. For games that are forfeited, see Rule 9.

## 19. Reporting

- a) At the end of the game, the **BOTH** coaches and umpire have to sign the scorebooks.
- b) Score reporting is vital to the proper operation of the league, and as such, It is both teams' coaches' responsibility to call the scores in to the Convener no later than the end of the week that the game is played.



## **RULES GOVERNING ROOKIEBALL**

The Official Rules of Baseball shall govern all games except as provided in the playing rules below.

### **1.00 NUMBER OF PLAYERS, FIELD POSITIONS and BATTING ORDER**

**1.1** A team must have at least 9 players to start a game. The game may be continued by a team having fewer than 9 players but no less than 7 players, due to illness or injury sustained by a player(s) during the course of the game.

**1.2** If a team has less than 9 players at the regular time for starting the game, there shall be a 15 minute delay. If the team is still short of the required 9 players after the expiry of the 15 minutes, that team shall forfeit the game. (Optionally, the coach of the other team can elect to place any extra players he or she may have on the other team and play the game as a regular season game.)

**1.3** The fielding team shall have a maximum of 11 players on the field. Their positions shall be designated as follows: pitcher, catcher, first base, second base, shortstop, third base, right field, right-centre field, centre field, left-centre field and left field. If a team has 9 or

more players, they must play a catcher. **A coach with fewer than 9 players has an option of not playing a catcher until the last batter.**

**1.4** The **buffer zone** is that area which shall be approximately a semi circle having a radius of 7 to 8 metres (approx. 25 feet) within the foul lines and with the home plate being the centre from where the measurement shall be taken. No player in the field can be placed in the **buffer zone** while a player is batting. The **buffer zone** shall be set down by the home team coach and confirmed by the umpire prior to the commencement of the game.

**1.5** Players in the field may not be substituted with players from the bench during the course of an inning, except in the case of injury or illness to a fielding player. The injured player once removed from the field can not be returned to the fielding position for the balance of that inning. The replacement player shall occupy only the position vacated by the injured player.

**1.6** Players are assigned their fielding positions for the entire inning and cannot be moved from one fielding position to another during the course of an inning. This does not prohibit the shifting of players in the field for purposes of defensive strategy.

**1.7** All team players shall be listed on the score card for purposes of establishing a batting order. All players on the list must bat in sequential order. **No pinch hitting is permitted.**

**1.8** The line-up cannot be altered during the course of the game, with the exception of late arriving players. Any player who arrives late for the game but before completion of **the second inning** can be added to the line-up by placing his name to the end of that Team's list. No player shall be added to the list after **two innings** have been completed.

**1.9** A batter who puts the ball into play while batting out of order is automatically out and all runners must return to the base that they occupied before the batter went to the plate, provided the opposing coach protests the matter to the umpire before the first pitch is thrown to the next batter. If it is discovered, while the batter is still at the plate, that the batter is batting out of order, the correct batter will be allowed to hit, but he must assume the number of pitches already thrown to the incorrect batter as part of his 5 pitch count.

When the final batter for the team comes to bat in the inning, the coach of the hitting team shall announce to the umpire and the coach of the opposing team that the last batter is now hitting. team shall announce to the umpire and the coach of the opposing team that the last batter is now hitting.

## **2 PITCHING**

**2.01** The ball shall be pitched by a pitching machine which will be set up by the home team coach. **The machine speed will be set at 40 mph.** A coach from the team batting will put the ball into the pitching machine as soon as the umpire confirms "play ball".

**2.02** Batters receive 5 hittable pitches from a pitching machine. A pitch that is over the batter's head or bounces in the dirt is not considered to be a hittable pitch unless the batter swings **A foul ball on fifth pitch entitles the batter to one more pitch. A foul ball on the sixth pitch, however, the batter is out.**

**2.03** If the pitched ball is thrown over the head of the batter or hits the ground before the plate and the batter doesn't swing, the umpire can call for a repeat pitch.

**2.04.** In the unusual occurrence where the pitched ball hits the batter, the batter is entitled to a repeat pitch. If the batter cannot continue with his "at bat" after being hit by the pitched ball, he shall be considered as having been put out and the next batter in he line up shall hit.

**Note:** The offensive team does not get to substitute another batter for the batter who was removed from the plate due to being hit. The plate appearance of the batter who was unable to continue with his "at bat" counts as one of that team's at bats for the inning.

## **3 HITTING**

**3.01** Players on the team shall bat in the order as recorded on the score card.



**3.02** For each successive inning the batting order starts with the second player whose name follows the last batter from the preceding inning.

**3.03** If the ball hits the batter's hands when the batter is swinging at a pitch and goes into fair territory it is a fair ball and the batter must run towards first base.

**3.04** If the ball is hit and lands within the **buffer zone** any infielder can play the ball.

**However, no bunting is allowed.** Any attempt at bunting shall count as a foul ball. If the batter attempts to bunt on the last pitch, the batter is out.

**3.05** If the ball is hit and strikes the pitching machine or stops near the pitching machine ( 8 foot circle ), it is an automatic single and each base runner advances one base, with the exception of the last batter in which case the ball is dead and the batter takes the pitch over again (this pitch does not count as part of the 5 pitch count).

**3.06** If the ball is hit in the air and it appears that it will land very close to or on the pitching machine, the umpire shall call "dead ball, no play" out loud. There shall be no play on the ball. The base runners return to their base and the batter will take the pitch over again

**3.07** If the ball is hit and it strikes the pitching coach it is a dead ball and the batter gets to take the pitch over again.

**3.08** If the ball is hit and it strikes the umpire who is in fair territory, and remains in fair territory, it is a fair ball and must be played by the fielding team.

**3.09** If the ball is hit and it strikes the umpire who is in fair territory, but the ball continues and goes into foul territory and out of play, the umpire shall award the batter first base and each base runner shall advance one base, with the exception of the 11th or last batter, in which case the ball is dead, base runners return to the bases previously occupied, and the batter gets to take the pitch over again.

**3.10** If the ball is hit and it strikes a base runner who is on the base when struck by the ball and the ball remains in fair territory, the ball is in play and must be fielded by the opposing team. All runners can advance until the play is brought to a stop by the fielding team.

**3.11** If the ball is hit and strikes a base runner who is on base when struck by the ball, and the ball goes into foul territory and out of play, the ball is dead and the batter gets first base while the other base runners advance one base.

**3.12** If the ball is hit and strikes a base runner who is not on base, the base runner is out and the batter gets first base. The base runner, however, is not out, if the hit ball passes by or touches a fielding player before striking the base runner. In this case the ball remains in play and all the runners advance on the bases until the fielding team brings the play to a stop.

**3.13** If the ball is hit and the base runner runs into the fielding player who in the opinion of the umpire had a chance to make a play on the ball, the base runner is out and the ball is dead. The batter gets first base and the other base runners either go back to the same base or move up one base to allow the batter to take first base. No base runner is allowed to score.

**3.14** If the ball is hit and the base runner stops in front of the fielding player and in the opinion of the umpire is intentionally screening the fielder, the umpire shall call the base runner out and the play dead. The batter gets first base and the other base runners go back to the same base or advance one base to allow the batter to take first base. No base runner is allowed to score.

#### **4 BASE RUNNING**

**4.01** The bases must be touched in their correct order, namely, first to second to third to home. Any base runner that runs the bases out of order is out.

**4.02** A base runner can overrun first base and home plate. A base runner that overruns second or third base can be tagged out.

**4.03** If the base runner misses one base but touches the next base, the base runner can only return to the missed base while the ball is in play by touching any base in between in the

reverse order, otherwise the base runner is out, provided the opposing coach protests the matter to the umpire before the next pitch to the batter.

**4.04** No base runner can return to touch a missed base if the following base runner has scored. The base runner who missed the base is out and his run does not count

**4.05** If a base runner passes another base runner while running the bases, he is automatically out for illegally passing in front of the other base runner.

**4.06** No base runner shall leave the base before the ball is hit. There are no leadoffs. A base runner who leaves the base before the ball is hit is out and the ball becomes dead. All base runners return to their base and the batter gets to take the pitch over again.

**4.07** A base runner must tag up on a caught fly ball before advancing to the next base. In other words, the base runner must retouch the base after a fly ball is caught if he left the base initially when the ball was hit.

**4.08** On the last at bat of the inning, a base runner may continue to run all the way home before the catcher steps on the plate while in possession of the ball. This means that if the last batter hits a fly ball that is caught by a fielder in the air, the batter is out and the base runner must properly tag up before running home, otherwise his run will not count. This rule applies even if the ball thrown from the field gets by the catcher and goes the back of home plate, Pitching Machine – 44 feet

## **RULES GOVERNING MOSQUITO**

The Official Rules of Baseball shall govern all games except as provided in the playing rules below.

### **1.0 - Playing Field: Dimensions, Equipment**

- 1.04** The playing field shall conform to the following measurements:
- (a) The distance between all bases shall be sixty-five (65) feet.
  - (b) The distance between the point of home base and the front side of the pitcher's plate shall be forty-four (44) feet
  - (c) The batter's box shall be rectangular in shape, the size being 6 ft. x 3 ft. and shall extend to the front from the centre of home plate, 3 ft. and an equal distance of 3 ft to the rear. The inside line shall be four (4) inches from the plate.
  - (d) The pitcher's mound shall be raised to a gradual slope. At a height of 6 inches above the levels of the base paths. Optional for league play.
- 1.10** THE BAT: The bat shall be round and made entirely of wood or approved material ... it shall NOT be more than thirty-two (32) inches in length, nor more than 2-1/4 inches in diameter at its thickest part. Bats may be taped to a distance not exceeding sixteen (16) inches from the handle.
- 1.11** SHOES: Shoes with metal cleats or "spikes" are prohibited. Rubber moulded cleats on running shoes are permitted.

### **4.00 - Starting and Ending a Game**

**4.10** The number of innings prescribed for the Mosquito Division is SIX (6) innings. NOTE: See general baseball rule re: ending a game.

- a) **DUGOUTS:** Regardless of the prior condition, you must leave dugouts clean. Clean up all trash from the dugouts before you leave. We need to show that we care for our facilities. **CLEAN UP THE DUGOUTS!**
- b) **FIELD MAINTENANCE:** It is every team's responsibility to groom the field after play. Fill in holes at the mound and Home plate areas as well as sliding paths. Depressions left in the field lead to faster degradation of the field. In the event of overnight rain or irrigation systems these lower areas will fill with water and result in poor or unusable field conditions the following day. **LEAVE THE FIELD THE WAY YOU WOULD LIKE TO FIND IT!**

#### **6.00 - The Batter**

- 6.09** (b) The batter cannot become a runner on a catcher's miss of a third strike. The third Strike, either called or swinging does NOT have to be caught by the catcher. The batter is AUTOMATICALLY RETIRED... however, the ball is alive and in play.

#### **7.00 - (The Runner) Special Regulations Governing Lead-offs in Mosquito Division**

- 7.00** (a) When a pitcher is in contact with the pitcher's rubber with the ball in his possession PREPARATORY TO THE PITCHING ACT and the catcher is in the catcher's box ready to receive delivery of the pitching action, base runners SHALL NOT leave their bases UNTIL THE PITCHED BALL HAS CROSSED THE PLATE.
- (b) When a base runner DOES leave his base BEFORE the pitch has crossed the plate and the batter does not hit the ball, the runner is permitted to continue. If a play is made on him and he is tagged out... the OUT will stand. If, however, he reaches a base safely, "TIME" is called and he is returned to the base he occupied before the pitch was made... and NO OUT shall result.
- (c) When a base-runner leaves his base before the pitched ball has crossed the plate and the batter hits the ball and the runner shall return to his original base (if the batter is retired on a fly ball or any other play) OR... he must return to an unoccupied base nearest the one he left depending on the advance of the batter... who in this case shall NOT advance beyond the first base on a single... second base on a double... or third on a triple.
- (d) When any base-runner leaves his base before the pitched ball has crossed the plate, and the batter hits or bunts the ball to an infielder, who in the judgement of the umpire, could have with reasonable effort effected an out on the runner had the violation not occurred... NO RUNNER shall be allowed to score or advance (unless forced) and all runners shall remain. If three (3) runners are on base and the batter reaches first base safely on a similar action to an infielder, and ANY runner violates the leadoff rule... SUCH RUNNER SHALL BE DECLARED OUT IN THIS INSTANCE.
- (e) In the event that more than one runner is simultaneously adjudged to have violated the leadoff rule... The violating runner CLOSEST to scoring shall be declared out. Exception: If at the conclusion of play there is an open BASE... sub-paragraphs (b) and (c) will apply.
- (f) THE VIOLATION OF ONE BASE RUNNER SHALL AFFECT ALL OTHER BASE RUNNERS.

## Case Example of Lead-Off Infractions:

- (1) Runner on first leaves too soon... batter reaches first on a single... RUNNER can go on further than second.
- (2) Runners on second and third, either leaves too soon... batter singles... RUNNERS MUST return to their bases.
- (3) Runners on first and third, either leave too soon... batter hits a double. Runner on third would score... runner from first cannot proceed beyond third base.
- (4) All runners on base (if either leaves too soon) will be permitted to score if the batter hits a clean triple or home run.
- (5) Bases full... runner on third leaves too soon, batter hits or bunts the ball to an infielder which in the judgement of the umpire should have resulted in an out if the violation had not occurred...

Runner violating is declared OUT... advance runners... placing batter-runner on first... In the event, on this same situation an out is made at either first, second or third... the runner scoring (not allowed) will return to third... other runners returned.

**NOTE:** Field umpires must assume the responsibility of indicating a leadoff infraction upon detection of the offence.

### Rules Governing the Pitcher

- 8.1**
- (a) Any player on the team is eligible to pitch. There are no restrictions to the number of pitchers a manager may use in a game.
  - (b) A player shall not pitch more than 2 innings in one day.
  - (c) A pitcher who is removed from the game shall not be permitted to return to pitch in the same game, even if the pitcher is retained in the game at another position.
  - (d) (e) If a pitcher delivers at least one pitch in an inning, he/she shall be charged with one inning pitched.

## **RULES GOVERNING PEE WEE DIVISION**

The Official Rules of Baseball shall govern all games except as provided in the playing rules below.

### **1.0 0- Playing Field: Dimensions, Equipment**

#### **1.04** The playing field shall conform to the following measurements:

- (a) The distance between all bases shall be seventy-five (75) feet.
- (a) The distance between the point of home base and the front side of the pitcher's plate shall be fifty (50) feet.
- (a) The batter's box shall be rectangular in shape, the size being 6 ft. x 4 ft. and shall extend to the front from the centre of home plate, 3 ft. and an equal distance of 3 ft to the rear. The inside line shall be six (6) inches from the plate
- (a) The pitcher's mound shall be raised to a gradual slope. To a height of 6 inches above the levels of the base-paths. Optional for league play

#### **1.10 SHOES:** Shoes with metal cleats or "spikes" are prohibited. Rubber moulded cleats or running shoes are permitted.

### **- Starting and Ending a Game**

#### **4.10** The number of innings prescribed for Pee Wee division is seven (7) innings.

NOTE: See general baseball rules re: ending a game.

- c) **DUGOUTS:** Regardless of the prior condition, you must leave dugouts clean. Clean up all trash from the dugouts before you leave. We need to show that we care for our facilities. **CLEAN UP THE DUGOUTS!**
- d) **FIELD MAINTENANCE:** It is every team's responsibility to groom the field after play. Fill in holes at the mound and Home plate areas as well as

sliding paths. Depressions left in the field lead to faster degradation of the field. In the event of overnight rain or irrigation systems these lower areas will fill with water and result in poor or unusable field conditions the following day. **LEAVE THE FIELD THE WAY YOU WOULD LIKE TO FIND IT!**

## **7.00 - The Runner**

ALL RUNNERS ARE PERMITTED TO LEAD - OFF. All base-runners are governed by standards of regulation baseball on all base-running actions.

### **Rules Governing the Pitcher**

- 8.01** (1) Any player on the team is eligible to pitch, and there are NO restrictions to the number of pitchers a manager may use in a game.
- a) A player shall not pitch more than 3 innings in one day.
  - b) A pitcher who is removed from the mound during a game shall not be permitted to return to pitch in the same game, even if the pitcher is retained in the game at another position.
  - c) If a pitcher delivers at least one pitch in an inning, he/she shall be charged with one inning pitched.

BASEBALL

## **RULES GOVERNING BANTAM DIVISION**

The Official Rules of Baseball shall govern all games except as provided in the playing rules below.

### **1.0 - TEAM ROSTERS**

- a) The number of registered players on a team roster shall be a minimum of nine (9) and a maximum of sixteen (16).
- b) Failure to comply with this By-law leaves the offending team open to protest of the game by the opposing team subject to penalty of forfeit of the game.
- c) Any team found guilty of using a player who is ineligible under the constitution, By-Law or League playing rules forfeits all games in which the ineligible player participated.
- d) A team must be able to field at least 7 players to start a game. Once started, should a team be reduced to 6 players, due to illness or injury sustained by a player(s) during the course of the game, the affected team may continue to play the game.
- e) If a team is short one or two players of the normal nine (9) players to play the game, it can call up a player from a house league in the level one division lower, for that game.
- f) No lower series player shall be called up for more than three games during the course of the season without the division conveners consent.
- g) Call-up players must be noted as PCU in the scorebooks
- h) **No call-up House league player can be used if the team has nine players available to play the game. Once called up however the called up player must be played**

- i) Call-up players are not allowed in the playoffs.
- j) If a team has less than 7 players at the regular time for starting the game, there shall be a 15 minute grace period. If the team is still short of the required 7 players after 15 minutes, that team shall forfeit the game.
- k) If after the 15 grace period both teams do not have the minimum players to play, both teams shall forfeit the game. Depending on the circumstances the game MAY be replayed at discretion of the Division Convener.
- l) In both circumstances the teams will play an Umpired scrimmage game with the players present. This game is to last one hour or 3 innings whichever is first.

## 2.0 - UNIFORMS:

- a) All team players must be in complete baseball uniform. Note: Complete baseball uniform shall consist of:
  - Corresponding tops or jerseys with proper numbers
  - Baseball caps
  - Long baseball pants (no shorts)
  - All players must wear a protective cup
  - Shirts must be tucked in.
- b) Coaches should wear same color player tops or jerseys and baseball caps

## 3.0- PLAYING FIELD: Dimensions, Equipment

The playing field shall conform to the following measurements:

- The distance between all bases shall be ninety (90) feet.
- The distance between the point of home base and the front side of the pitcher's plate shall be sixty feet six inches (60' 6") ft.
- The batter's box shall be rectangular in shape, the size being 6 ft. x 4 ft. and shall extend to the front from the centre of home plate, 3 ft. and an equal distance of 3 ft to the rear. The inside line shall be six (6) inches from the plate
- The pitcher's mound shall be raised to a gradual slope. To a height of 10 inches above the levels of the base-paths. Optional for league play

## 4.0 - BATTING ORDER

- a) All team players present shall be listed on the score card for purposes of establishing a batting order. Pinch-hitting is not permitted.
- b) Both coaches should exchange score cards with batting order, name, and player number at the beginning of the every game. Any additions or deletions should be immediately relayed to the opposing team's Coach/Scorer.
- c) The line-up can not be altered during the course of the game, with the exception of late arriving players.



- d) Any player who arrives late for the game but before completion of the fourth inning can be added to the line-up by placing the player's name at the end of that team's batting order.
- e) A player realizing they are batting out of order and who has received a count of any kind, will pass that count to the correct batter in order, and they will continue the at bat with no other penalty.
- f) A batter having been found batting out of order and reaches any base, will be called out. The correct batter in the order will bat next.
- g) For each successive inning the batting order starts with the player whose name follows the last batter from the preceding inning.
- h) Once a team scores five (5) runs during an inning, the "at bat" is concluded for that team.
- i) All players must use a bat with a maximum "drop" (i.e. the difference between the length and the weight in oz.) of five (5); or a wooden bat.

## **5.0 - FIELDING POSITIONS**

- a) No player on the field can be positioned in foul territory except for the catcher.
- b) Players in the field may not be substituted with players from the bench during the course of an inning, except in the case of injury or illness to a fielding player. The injured player once removed from the field can not be returned to the fielding position for the balance of that inning. The replacement player shall occupy only the position vacated by the injured player, with the exception for an injured catcher for whom a player either in the field or from the bench can be substituted.
- c) Players are assigned their fielding positions for the entire inning and can not be moved from one fielding position to another during the course of an inning, except to accommodate the pitcher as set out under subparagraph (6.0 a) or an injured catcher as set out under subparagraph (b).an injured player where a player from the bench comes in and moves to another fielding position to allow an on field player to occupy the injured player position.

## **6.0 - PITCHING**

- a) A pitcher who is removed from the mound during an inning can not return to pitch again in the same game.
- b) No player can pitch more than three (3) innings per game. An appearance for even one pitch constitutes one (1) inning. If a pitcher delivers one or more pitches in an inning, the pitcher will be deemed to have pitched that inning.
- c) A coach can visit the pitching mound once in an inning without removing the pitcher.
- d) If a coach visits the mound a second time in the one inning, the pitcher must be removed.
- e) Rep players (who are registered regular players on the house league team) may pitch a total of four (4) innings COMBINED in any one game. In the unlikely case where no other pitchers are available, coaches of both teams may agree to allow these pitchers to pitch two (2) innings each.
- f) A pitcher who hits-by-pitch three batters during the course of a game shall be immediately removed from the mound and cannot return to pitch.

## 7.0 BASE RUNNING

- a) All base runners are permitted to “lead off” and to steal bases.
- b) If the catcher gets on base with two outs or is on base when two outs have already been recorded, he can be substituted for by a pinch runner. The pinch runner must be the player last out in the inning.
- c) When a runner is attempting to score and there is a play at the plate, the runner MUST slide. If he/she does not, the runner will be called out. Every attempt must be made to avoid collisions at the

## 8.0 LENGTH OF THE GAME

- a) All games will be a maximum 7 innings in duration, unless called due to darkness or foul weather in which case the game will be considered completed if a minimum of 3 innings have been played (i.e., if the home team is winning after 2 ½ innings and the game is called). If the game is called in the middle of an inning, the score will be recorded as of the last completed inning. All games not considered completed will be rescheduled and played as a new game.
- b) ***When only one game is being played, no new inning shall commence after 2 hours from the start of the game. The final or “open” inning must be declared if the elapsed time is greater than 1 hour 45 minutes. If an inning begins before 1:45 and continues through the 2 hour mark, then a new inning can commence and that must be the “open” inning. Time will be calculated and will start to run only after the first pitch has been thrown.***
- c) ***When a 6:30/9:00 doubleheader is being played at Ourland then the following timing rules will apply:***
  - ***For the first (6:30) game, regardless of the actual time of the first pitch, the inning that begins after 8:20 shall be the final or “open” inning. If the game is not complete by 8:50, then the game is halted and the score reverts back to the last completed inning.***
  - ***For the second (9:00) game, regardless of the actual time of the first pitch, the inning that begins after 10:30 is the final or “open” inning. If the game is not completed by 11:00 then the game is halted and the score reverts back to the last completed inning.***

***When a 6:30/9:00 doubleheader is being played where we control the lights then the following timing rules will apply:***

- ***For the first (6:30) game, regardless of the actual time of the first pitch, the inning that begins after 8:20 shall be the final or “open” inning. If the game is not complete by 8:50, then the game is halted and the score reverts back to the last completed inning.***
- ***For the second (9:00) game, regardless of the actual time of the first pitch, the inning that begins after 10:50 is the final or “open” inning. If the game***

***is not completed by 11:20 then the game is halted and the score reverts back to the last completed inning.***

- (a) No extra innings can be played to break a tie; the game shall be recorded as tied, except during play-offs.

## **9.0 RESCHEDULING GAMES**

- a) If foul weather or field conditions threaten the scheduled game with cancellation well prior to the game starting time, it is the responsibility of the Home Team Head Coach to decide if the game should be postponed. The decision, whenever possible, should be made at least one hour before game time and in consultation with the Visiting Team Head Coach. Once the decision has been made to postpone the game, the Home Team Head Coach is required to contact the Umpires or the Umpire Co-coordinator of the respective league to inform him or her of the cancellation.
- b) *It is the responsibility of the Home Team Coach to contact the League Convener and request possible rescheduling of cancelled games. The Umpire Co-ordinator is to arrange for the umpires for the re-scheduled game.*

## **10.0 UMPIRES**

- a. If only one Umpire presides at the start of the game, a responsible parent from one of the teams can act as the second Umpire, but only as Base Ump. If no Umpire attends, the Coaches have the option of using two parents as Umpires for the game.
- b. The **RYBL** Umpires shall be paid **\$25 (twenty-five)** dollars per game per umpire by an assigned RYBL coach immediately upon completion of the game. Martingrove umpires are to be paid by the Martingrove Baseball League. Each league is responsible for the assignment and payment of its respective umpires

## **11.0 PLAYER SAFETY**

- a) All players must wear long pants or baseball pants during all games and practices. No shorts are allowed.
- b) Plastic cleats, rubber or metal cleats are permissible.
- c) All players must wear a protective cup (Jock).
- d) All players who bat, are runners on the bases, or are in the batter's circle waiting their turn to bat, must wear a helmet. A chin strap is not necessary.
- e) If a player intentionally discards his helmet while running the bases, the Umpire may call him out. A warning should be given by the

Umpire to the player and team the first time any violation of this rule occurs. Thereafter the rule should be enforced. When an out is called on violation of the helmet rule, all other runners are allowed to stay on the base to which they have advanced, as if the penalized runner had not been on the bases.

## 12.0 PLAYER AND COACH CONDUCT

- a) Any player, who is ejected from a game by the umpire, is automatically suspended for the next scheduled game.
- b) A 2<sup>nd</sup> ejection by the same player during the season will result in an automatic 2 game suspension.

The number on innings prescribed for Peewee, Bantam, Midget, and Junior is seven (7) innings, unless called due to darkness or foul weather in which case the game will be considered completed if a minimum of 3 innings have been played (i.e., if the home team is winning after 2 ½ innings and the game is called). If the game is called in the middle of an inning, the score will be recorded as of the last completed inning. All games not considered completed will be rescheduled and played as a new game.

- a) Games are two (2) hours long, with no new inning starting after 1 hour and 45 minutes.
- b) **DUGOUTS:** Regardless of the prior condition, you must leave dugouts clean. Clean up all trash from the dugouts before you leave. We need to show that we care for our facilities. **CLEAN UP THE DUGOUTS!**
- c) **FIELD MAINTENANCE:** It is every team's responsibility to groom the field after play. Fill in holes at the mound and Home plate areas as well as sliding paths. Depressions left in the field lead to faster degradation of the field. In the event of overnight rain or irrigation systems these lower areas will fill with water and result in poor or unusable field conditions the following day. **LEAVE THE FIELD THE WAY YOU WOULD LIKE TO FIND IT!**

# **RULES GOVERNING MIDGET JUNIOR DIVISION**

The Official Rules of Baseball shall govern all games except as provided in the playing rules below.

## **1.0 - TEAM ROSTERS**

- m) The number of registered players on a team roster shall be a minimum of nine (9) and a maximum of sixteen (16).
- n) Failure to comply with this By-law leaves the offending team open to protest of the game by the opposing team subject to penalty of forfeit of the game.
- o) Any team found guilty of using a player who is ineligible under the constitution, By-Law or League playing rules forfeits all games in which the ineligible player participated.
- p) A team must be able to field at least 7 players to start a game. Once started, should a team be reduced to 6 players, due to illness or injury sustained by a player(s) during the course of the game, the affected team may continue to play the game.
- q) If a team is short one or two players of the normal nine (9) players to play the game, it can call up a player from a house league in the level one division lower, for that game.
- r) No lower series player shall be called up for more than three games during the course of the season without the division conveners consent.
- s) Call-up players must be noted as PCU in the scorebooks
- t) **No call-up House league player can be used if the team has nine players available to play the game. Once called up however the called up player must be played**
- u) Call-up players are not allowed in the playoffs.
- v) If a team has less than 7 players at the regular time for starting the game, there shall be a 15 minute grace period. If the team is still short of the required 7 players after 15 minutes, that team shall forfeit the game.
- w) If after the 15 grace period both teams do not have the minimum players to play, both teams shall forfeit the game. Depending on the circumstances the game MAY be replayed at discretion of the Division Convener.

- x) In both circumstances the teams will play an Umpired scrimmage game with the players present. This game is to last one hour or 3 innings whichever is first.

## 2.0 - UNIFORMS:

- c) All team players must be in complete baseball uniform. Note: Complete baseball uniform shall consist of:
- Corresponding tops or jerseys with proper numbers
  - Baseball caps
  - Long baseball pants (no shorts)
  - All players must wear a protective cup
  - Shirts must be tucked in.
- d) Coaches should wear same color player tops or jerseys and baseball caps

## 3.0- PLAYING FIELD: Dimensions, Equipment

The playing field shall conform to the following measurements:

- The distance between all bases shall be ninety (90) feet.
- The distance between the point of home base and the front side of the pitcher's plate shall be sixty feet six inches (60' 6") ft.
- The batter's box shall be rectangular in shape, the size being 6 ft. x 4 ft. and shall extend to the front from the centre of home plate, 3 ft. and an equal distance of 3 ft to the rear. The inside line shall be six (6) inches from the plate
- The pitcher's mound shall be raised to a gradual slope. To a height of 10 inches above the levels of the base-paths. Optional for league play

## 4.0 - BATTING ORDER

- j) All team players present shall be listed on the score card for purposes of establishing a batting order. Pinch-hitting is not permitted.
- k) Both coaches should exchange score cards with batting order, name, and player number at the beginning of the every game. Any additions or deletions should be immediately relayed to the opposing team's Coach/Scorer.
- l) The line-up can not be altered during the course of the game, with the exception of late arriving players.
- m) Any player who arrives late for the game but before completion of the fourth inning can be added to the line-up by placing the player's name at the end of that team's batting order.
- n) A player realizing they are batting out of order and who has received a count of any kind, will pass that count to the correct batter in order, and they will continue the at bat with no other penalty.
- o) A batter having been found batting out of order and reaches any base, will be called out. The correct batter in the order will bat next.
- p) For each successive inning the batting order starts with the player whose name follows the last batter from the preceding inning.

- q) Once a team scores five (5) runs during an inning, the “at bat” is concluded for that team. There is no limit as to the number of runs a team can score in the last inning of the game or any earlier inning declared by the umpire as being the last inning. This is referred to as the “OPEN” inning.
- r) In the Midget Division all players must use a bat with a maximum “drop” (i.e. the difference between the length and the weight in oz.) of five (5); or a wooden bat
- s) In the Junior Division all players must use a bat with a maximum “drop” (i.e. the difference between the length and the weight in oz.) of three (3); or a wooden bat

## 5.0 - FIELDING POSITIONS

- d) No player on the field can be positioned in foul territory except for the catcher.
- e) Players in the field may not be substituted with players from the bench during the course of an inning, except in the case of injury or illness to a fielding player. The injured player once removed from the field can not be returned to the fielding position for the balance of that inning. The replacement player shall occupy only the position vacated by the injured player, with the exception for an injured catcher for whom a player either in the field or from the bench can be substituted.
- f) Players are assigned their fielding positions for the entire inning and can not be moved from one fielding position to another during the course of an inning, except to accommodate the pitcher as set out under subparagraph (6.0 a) or an injured catcher as set out under subparagraph (b).an injured player where a player from the bench comes in and moves to another fielding position to allow an on field player to occupy the injured player position.

## 6.0 - PITCHING

A pitcher who is removed from the mound during an inning can not return to pitch again in the game. Exception at Midget and Junior where consecutive innings will be optional for member associations, but must be declared before the season starts and once declared used for the full season including playoffs.

- a) No player can pitch more than three (3) innings per game. An appearance for even one pitch constitutes one (1) inning. If a pitcher delivers one or more pitches in an inning, the pitcher will be deemed to have pitched that inning.
- b) A coach can visit the pitching mound once in an inning without removing the pitcher.
- c) If a coach visits the mound a second time in the one inning, the pitcher must be removed.
- d) Rep players (who are registered regular players on the house league team) may pitch a total of four (4) innings COMBINED in any one game. In the unlikely case where no other pitchers are available, coaches of both teams may agree to allow these pitchers to pitch two (2) innings each.
- e) A pitcher who hits-by-pitch three batters during the course of a game shall be immediately removed from the mound and cannot return to pitch.

## 7.0 BASE RUNNING

- d) All base runners are permitted to “lead off”and to steal bases.

- e) If the catcher gets on base with two outs or is on base when two outs have already been recorded, he can be substituted for by a pinch runner. The pinch runner must be the player last out in the inning.
- f) When a runner is attempting to score and there is a play at the plate, the runner MUST slide. If he/she does not, the runner will be called out. Every attempt must be made to avoid collisions at the

## 8.0 LENGTH OF THE GAME

- d) All games will be a maximum 7 innings in duration, unless called due to darkness or foul weather in which case the game will be considered completed if a minimum of 3 innings have been played (i.e., if the home team is winning after 2 ½ innings and the game is called). If the game is called in the middle of an inning, the score will be recorded as of the last completed inning. All games not considered completed will be rescheduled and played as a new game.
- e) ***When only one game is being played, no new inning shall commence after 2 hours from the start of the game. The final or “open” inning must be declared if the elapsed time is greater than 1 hour 45 minutes. If an inning begins before 1:45 and continues through the 2 hour mark, then a new inning can commence and that must be the “open” inning. Time will be calculated and will start to run only after the first pitch has been thrown.***
- f) ***When a 6:30/9:00 doubleheader is being played at Ourland then the following timing rules will apply:***
  - ***For the first (6:30) game, regardless of the actual time of the first pitch, the inning that begins after 8:20 shall be the final or “open” inning. If the game is not complete by 8:50, then the game is halted and the score reverts back to the last completed inning.***
  - ***For the second (9:00) game, regardless of the actual time of the first pitch, the inning that begins after 10:30 is the final or “open” inning. If the game is not completed by 11:00 then the game is halted and the score reverts back to the last completed inning.***

***When a 6:30/9:00 doubleheader is being played where we control the lights then the following timing rules will apply:***

- ***For the first (6:30) game, regardless of the actual time of the first pitch, the inning that begins after 8:20 shall be the final or “open” inning. If the game is not complete by 8:50, then the game is halted and the score reverts back to the last completed inning.***
- ***For the second (9:00) game, regardless of the actual time of the first pitch, the inning that begins after 10:50 is the final or “open” inning. If the game is not completed by 11:20 then the game is halted and the score reverts back to the last completed inning.***



(d) No extra innings can be played to break a tie; the game shall be recorded as tied, except during play-offs.

## 10.0 RESCHEDULING GAMES

- c) If foul weather or field conditions threaten the scheduled game with cancellation well prior to the game starting time, it is the responsibility of the Home Team Head Coach to decide if the game should be postponed. The decision, whenever possible, should be made at least one hour before game time and in consultation with the Visiting Team Head Coach. Once the decision has been made to postpone the game, the Home Team Head Coach is required to contact the Umpires or the Umpire Co-coordinator of the respective league to inform him or her of the cancellation.
- d) *It is the responsibility of the Home Team Coach to contact the League Convener and request possible rescheduling of cancelled games. The Umpire Co-ordinator is to arrange for the umpires for the re-scheduled game.*

## 10.0 UMPIRES

- c. If only one Umpire presides at the start of the game, a responsible parent from one of the teams can act as the second Umpire, but only as Base Ump. If no Umpire attends, the Coaches have the option of using two parents as Umpires for the game.
- d. The **RYBL** Umpires shall be paid **\$25 (twenty-five)** dollars per game per umpire by an assigned RYBL coach immediately upon completion of the game. Martingrove umpires are to be paid by the Martingrove Baseball League. Each league is responsible for the assignment and payment of its respective umpires

## 11.0 PLAYER SAFETY

- f) All players must wear long pants or baseball pants during all games and practices. No shorts are allowed.
- g) Plastic cleats, rubber or metal cleats are permissible.
- h) All players must wear a protective cup (Jock).
- i) All players who bat, are runners on the bases, or are in the batter's circle waiting their turn to bat, must wear a helmet. A chin strap is not necessary.
- j) If a player intentionally discards his helmet while running the bases, the Umpire may call him out. A warning should be given by the Umpire to the player and team the first time any violation of this rule occurs. Thereafter the rule should be enforced. When an out is called on violation of the helmet rule, all other runners are allowed to stay on the base to which they have advanced, as if the penalized runner had not been on the bases.

### 13.0 PLAYER AND COACH CONDUCT

- a) Any player, or coach who is ejected from a game by the umpire, is automatically suspended for the next scheduled game.
- b) A 2<sup>nd</sup> ejection by the same individual during the season will result in an automatic 2 game suspension. See PAGES 7-10 Discipline & Protest.

The number on innings prescribed for Peewee, Bantam, Midget, and Junior Division is seven (7) innings, unless called due to darkness or foul weather in which case the game will be considered completed if a minimum of 3 innings have been played (i.e., if the home team is winning after 2 ½ innings and the game is called). If the game is called in the middle of an inning, the score will be recorded as of the last completed inning. All games not considered completed will be rescheduled and played as a new game.

- d) Games are two (2) hours long, with no new inning starting after 1 hour and 45 minutes.
- e) **DUGOUTS:** Regardless of the prior condition, you must leave dugouts clean. Clean up all trash from the dugouts before you leave. We need to show that we care for our facilities. **CLEAN UP THE DUGOUTS!**
- f) **FIELD MAINTENANCE:** It is every team's responsibility to groom the field after play. Fill in holes at the mound and Home plate areas as well as sliding paths. Depressions left in the field lead to faster degradation of the field. In the event of overnight rain or irrigation systems these lower areas will fill with water and result in poor or unusable field conditions the following day. **LEAVE THE FIELD THE WAY YOU WOULD LIKE TO FIND IT!**

#### Player Manager and visits to the mound

Interpretation: A player manager is the person who is designated by his team and is recognized under the roster requirements.

- 1) A player (or player coach) may visit a pitcher as permitted by the umpire whether or not time has been called. This would not be considered a trip to the mound.
- 2) A player manager who leaves his position to talk to his pitcher, whether or not time is called, is subject to the same rules provisions as a non playing manager. Therefore, a trip would be charged to the pitcher



### *Rule Interpretations / Case Studies*

#### **1) Obstruction before first base.**

Situation:

On a fly ball to right field line and a runner on third the batter runner is obstructed on his way to first. The right fielder catches the ball and R3 tags up and scores.

Rule 7.06 a): When a batter-runner is obstructed before he touches first base, the ball is dead and runners shall advance, without liability to be put out, to the base they would have reached, in the umpires judgement; if there had been no obstruction.

Interpretation: Since the batter was out on the fly ball, and would not have reached first base safely, the batter shall be ruled out and the play stands with no reference to the obstruction.

## **2) Runner stealing on ball four:**

Situation:

With a runner on first, with a 3-1 count on the batter, the runner attempts to steal second on the pitch, and the umpire calls the runner out. Ball four was called on the pitch. The runner, because of being called out, is now off the base is tagged again.

Interpretation: Because the runner was entitled to second base on ball four, and is called out in error, the umpire shall call time, and place the runner back at second.

## **3) Obstruction with continuous action**

Situation: Bases loaded, the batter doubles and R3 and R2 score. R1 is obstructed rounding third base and continues home and is thrown out at home. The batter, on the throw to the plate, attempts to go to third base and is called out.

Rule 7.06 b) If no play is being made on the obstructed runner (at the time of the obstruction) the play shall proceed until no further action is possible. The umpire shall then call time and expose such penalties. In the above situation, R1 would be ruled safe on the obstruction and the batter would be ruled out.

Interpretation: On an obstruction play, the ball becomes dead when the play is made on the obstructed runner, therefore, when the tag is made at the plate, time is called and the runner is called safe on the obstruction, and the batter returns to second.

## **4) Balk followed by a throw**

Situation: R1 is stealing. The pitcher balks while throwing to first. The first baseman catches and throws the ball to the shortstop, who tags R1 as he over slides second base.

Rule 8.05 penalty. The ball is dead and each runner shall advance one base without liability to be put out unless all runners advance at least one base in which case the play proceeds without reference to the balk.

Interpretation: A balk is indicated, and since the first baseman caught the ball, (not a wild throw as indicated under “penalty approved ruling”), time is called and the runner is awarded second base.

## **6) Catcher’s Interference with R3 stealing home**

Situation: 1 out, with runners at second and third. R3 attempts to steal home, R2 remains at second. The catcher interferes with the batter and the pitch is fouled off.

Rule 6.08 c). If a catcher interferes with the batter, the batter is awarded first base. If, on such interference a runner trying to score on a steal or squeeze from third, the ball is dead and the runner on third scores and the batter is awarded first base. Runners not attempting to steal or not forced to advance remain at the base they occupied at the time of the interference.

Rule 7.07. If with a runner on third base and trying to score by means of a squeeze play or a steal, the catcher steps on or in front of home plate without possession of the ball, or touches the batter or his bat, the pitcher shall be charged with a balk and the batter shall be awarded first base on the interference and the ball is dead.

Interpretation: The balk is enforced. All runners advance one base, and the batter is awarded first base on the catcher’s interference.

## **5) Plays / Attempted Plays**

Interpretation: A play or an attempted play shall be considered as one of the five following situations:

- Tag or attempted tag of a runner

- Tag or attempted tag of a base
- Throw from another fielder in an attempt to get an out
- Rundown
- Balk

## 6) Player Manager and visits to the mound

Interpretation: A player manager is the person who is designated by his team and is recognized under the roster requirements.

1. A player (or player coach) may visit a pitcher as permitted by the umpire whether or not time has been called. This would not be considered a trip to the mound.
2. A player manager who leaves his position to talk to his pitcher, whether or not time is called, is subject to the same rules provisions as a non playing manager. Therefore, a trip would be charged to the pitcher.

