

# **ORANGEVILLE & HEADWATERS MINOR BASEBALL ASSOCIATION**

## **OFFICIAL HOUSE LEAGUE RULES AND BY-LAWS**



**2019 SEASON**

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## **1. GENERAL HOUSE LEAGUE BY-LAWS**

- 1.1 The official rules of baseball shall be followed when and where possible, unless otherwise specified or amended by the OBA, YSBA and the OHMBA Executive.

## **2.0 OHMBA CODE OF CONDUCT**

- 2.1 The OHMBA's goal is to promote fair play, sportsmanship, learning and enjoyment for all players through proper example, instruction and conduct. Any player, coach, parent or fan using negative language, profanity or abusing or intimidating game officials will be ejected from the game and asked to leave the premises

## **3. RESPONSIBILITIES OF THE HOME TEAM COACHES**

- 3.1 Laying out the diamond according to division requirements and ensuring the entire field is safe for play. The Home coach must be present at the field 15 minutes prior to the start of the game.
- 3.2 Provide a base umpire for all games where a qualified umpire has not been assigned. This person does not have to be a qualified umpire.
- 3.3 Provide the official scorekeeper who will **note the official first pitch start time of the game and record pitch count for both teams.**
- 3.4 Ensure the scorekeeper has both team batting orders with full player names *and numbers*.
- 3.5 Provide the umpire with the official score sheet at the end of the game.
- 3.6 Return bases, measuring tape and hammer to the equipment *box or building*.

## **4.0 RESPONSIBILITIES AND CONDUCT OF ALL MANAGERS AND COACHES**

All managers and coaches are responsible for the conduct of their players, parents and supporters of their respective teams. Negative remarks directed at any player, coach, manager or game official are to be

addressed immediately by the coaches and/or umpire(s). The posting of any signs, banners or other that negatively refer to players or teams abilities is strictly prohibited.

- 4.1 Arrive at the ballpark at least 15 minutes prior to game time.
- 4.2 Ensure team and league equipment is safe to use and returned to equipment building or storage box.
- 4.3 Ensure players are warming up in a safe manner.
- 4.4 Teach your players baseball skills and baseball knowledge.
- 4.5 Ensure fair play, fun, honesty and teamwork.
- 4.6 Ensure positive reinforcement.
- 4.7 Stress fun and learning before winning.
- 4.8 Treat and discipline all players with respect.
- 4.9 Teach all players to respect game officials, teammates, coaches and the opposing team.
- 4.10 Do not permit an injured or non-registered player to play.
- 4.11 Do not challenge umpires on judgement calls - an umpire's interpretation of league rules may be discussed in a polite manner.
- 4.12 Report any incident that violates league rules.
- 4.13 Coaches must ensure that all pitchers and catchers wear protective cups.

## **5.0 RESPONSIBILITIES OF THE UMPIRE(S)**

- 5.1 Arrive at the ballpark at least 15 minutes prior to game time.
- 5.2 Wear an OHMBA approved umpire uniform.
- 5.3 Ensure opposing coaches sign the score sheet at the end of the game.
- 5.4 At game's conclusion, provide coaches with game ball(s).
- 5.5 Contact (text if possible) convenor/ump coordinator with game results.
- 5.6 **30/30 Lightning Rule:** To Determine the threat of lightning in your area. 30 Seconds: Count the seconds between seeing lightning and hearing thunder. If this time is less than 30

seconds, lightning is a potential threat - call the game suspended and seek shelter immediately. Wait 30 minutes after the last lightning flash to resume game. If the game is called with ~30 minutes or less remaining to No New Inning (scheduled end of game) time then the game is finished.

- 5.7 Weather delays: should it become necessary for the umpire to stop a game, he/she can wait up to 15 minutes before declaring a further delay or cancelling the game. Should the game be restarted there will be no change in the time limit as described in rule 8.2.

## **6.0 GAME RESULTS**

- 6.1 All discrepancies must be reported to the Umpire in Chief for a decision. If the UIC is not available then it will be reported to the OHMBA president for ruling. All decisions will be final.
- 6.2 A coach from each team must sign the official score sheet at the end of the game.

## **7.0 EQUIPMENT**

- 7.1 All OHMBA equipment must be treated with care and respect.
- 7.2 Coaches must ensure team equipment is in safe playing condition.
- 7.2 Any player, less than 18 years of age, caught intentionally damaging equipment will have their parent / guardian held liable for replacement. For players over the age of 18, they will be personally held liable
- 7.4 OMA approved bats shall be used in all divisions. Wood bats may be used at PeeWee/Bantam/Midget/Junior levels. Certified BBCOR or wood bats must be used by all second year Midget/Junior players. First year Midgets may use aluminum. Players may use their own bats.
- 7.5 Metal cleats may not be worn in house league games with the exception the Midget/Junior division.
- 7.6 Catchers must wear throat protectors.
- 7.7 The on deck batter, batter, base runners and batboy/batgirl must wear a prescribed protective helmet with flaps, covering both ears. This may not be changed except after the inning has been

completed, or the player has been retired or has crossed home plate. In 9U Rookie Ball, 7U T-Ball, 10U Minor Mosquito, 11U Mosquito, 13U PeeWee Girls, 12U Minor PeeWee and 13U PeeWee, helmet chinstraps are mandatory unless the presence of a manufacturer installed face guard (C-Flap) prevents the use of the chinstrap and will be worn as designed by the manufacturer. **Chinstraps are not mandatory for Bantam, Midget & Junior players.**

- 7.8 All players must wear the team uniform as provided by the OHMBA. A uniform consists of a team jersey, pants and a league hat for players from the Junior Rookie level and up. Shorts are not allowed to be worn in any game. Jerseys must be tucked in the pants.
- 7.9 It is recommended that all players wear an athletic support and protective device of the plastic cup type. **This is mandatory for pitchers and catchers in all games and practices.**

## **8.0 GAME TIME**

- 8.1 Games will start at the time specified on the schedule. The umpire shall be responsible for starting the game on time. Late starting games will end at their originally scheduled finish time. The ongoing inning can be finished but no new inning can commence at that point.
- 8.2 Games are 1 hour and 45 minutes from the **originally** scheduled start time (exception: Rookie and Midget/Junior – see division specific rules). No full or new inning will begin after 1 hour and 45 minutes have elapsed from the original start time or after the 8:00 pm curfew for unlit diamonds; whichever comes first. In the case of evening games at unlit diamonds, and a weather delayed start has occurred, then no new inning can begin after 8:00PM. In the case of lit diamonds, games in the early 6-7PM time slot shall have a 2 hour maximum time curfew from the originally scheduled start time regardless of weather delays.
- 8.3 Curfew rule. At unlit diamonds during May, June and July all games have a hard cap time of 8:30pm. During the month of August all games have a hard cap time of 8:20pm. Any game play is always at the umpire's discretion to call the game due to lack of lighting prior to the hard cap time. At lit diamonds all games have a hard cap time of 10:40pm.

## **9.0 MINIMUM NUMBER OF PLAYERS REQUIRED AND LATE ARRIVALS**

- 9.1 A team may play short-handed to a minimum of **7 players**. Should a team be unable to field 7 players 15 minutes after the scheduled start time, they will forfeit the game. If neither team can field a team in this time period, the game will be called with both teams recording the loss.
- 9.2 **Call ups:** Teams may substitute players from another OMBA house league team from the same or lower divisions. A coach may field substitution players to a roster total of **ten players**. In playoff games, substitutions must be of the same birth year or younger than the absent players being replaced.
- 9.3 If a player arrives late for a game they will be allowed to play and this player will be added to the bottom of the batting order.
- 9.4 If a team is at minimum and loses a player to injury, they will forfeit the game.
- 9.5 If **both teams** have 10 or more players then one extra **outfielder** will be allowed. Exception: 9 players only at the Bantam and Midget/Junior levels.

## **10.0 BATTING ORDER**

- 10.1 All players present and ready to play shall appear in their team's batting order.
- 10.2 A player who is unable to bat due to injury, illness or leaves the ball park, will not be considered an out. The player who was last out will assume the at bat.

## **11.0 PLAYING TIME**

- 11.1 No player shall sit out for 2 consecutive innings.
- 11.2 No player shall sit out for a second inning until all players have sat out once.
- 11.3 **All players from Junior Rookie to PeeWee level must play one full inning at an infield position and one full inning at an outfield position in the first 4 innings of every game.**

**At the Bantam and Midget/Junior division it is 5 innings. Pitching and catching will be counted as infield positions.**

- 1.4 **Sole catcher rule:** If a team has only one catcher available to play, this player will be exempt from the player rotation rule 11.3. The coach must make this know to the umpire at the start of the game.
- 11.5 Defensive substitutions will only be allowed for replacing injured players or a pitching change. Coaches will be limited to 2 visits to an individual pitcher per inning and the second visit must result in a pitching change.
- 11.6 All coaches must keep their line-up sheets showing defensive line-ups for the entire season to be reviewed by the OMBA executive if required.

## **12.0 ATTENDANCE**

- 12.1 Any player who has missed 3 consecutive games without valid reason may be removed from a team. The coach must advise the OHMBA executive, who will review the circumstances and recommend a course of action.

## **13.0 SELECTION OF PLAYERS AND BALANCE OF TEAMS**

- 13.1 Initially, all teams will be balanced by age and or ratings at the discretion of the registrar from T-ball to Junior Rookie. From the Rookie division up, teams will be balanced through a team building process held by the OHMBA. The OHMBA reserves the power to move players after the draft to ensure that team balance is ensured for fair and competitive play. No team may add or trade players, except through approval of the registrar and the OHMBA executive.
- 13.2 Team balancing may occur after 3 regular season games have been played and before team pictures. The registrar or the division convenor is responsible for co-ordinating the OHMBA's balancing decision with the head coach of each team involved.



- 13.3 The OHMBA will cap team sizes at the following number of players according to each division (see chart below). This cap can only be exceeded under special circumstances by the OHMBA executive.

<b>Division</b>	<b>Player Cap</b>
T-Ball	9
Junior Rookie	10
Rookie	12
Mosquito	13
PeeWee	13
Bantam	13
Midget/Junior	14

#### **14.0 SUSPENSION OF PLAYERS**

14.1 A player shall be suspended for the remainder of the game in which he/she was ejected plus his or her next league or playoff game, pending OHMBA executive review. Umpires and any OHMBA officials present will enforce the ejection of the player. Any of the following infractions listed, but not limited to these, having been committed either before, during or immediately after any games result in suspension. After review of the infraction(s), the OHMBA executive may suspend the player for additional games.

14.1.1 Use of profane or obscene language.

14.1.2 Smoking, use of cannabis, or consumption of alcoholic beverages.

14.1.3 Disrespect to umpires, OHMBA executive members or league volunteers. This includes throwing of bats or helmets.

14.1.4 Destruction or abuse of OHMBA property.

14.1.5 Unsportsmanlike conduct.

14.1.6 Theft of OHMBA property.

14.2 The ejected player shall immediately leave the playing field under adult or parental supervision.

Umpires and OHMBA officials must submit a written report of the incident for OHMBA review and possible further discipline.

14.3 Appeal of suspension: An appeal will be allowed and heard within 7 days of the original infraction. The following persons will be allowed to participate in the appeal procedure; the suspended player, the player's parents and the player's coach. The OHMBA will be represented by the Umpire in Chief, the President and the Vice President or Registrar.

## **15.0 CONDUCT OF MANAGERS AND COACHES**

15.1 The OHMBA executive may suspend a manager or head coach for any of the following reasons:

15.1.1 Being absent for 3 consecutive games without good reason.

15.1.2 Not ensuring a capable replacement is present in his or her absence.

15.1.3 Not giving equal attention to every player on his or her team.

15.1.4 Showing disrespect to any player, game official, fellow coaches or OHMBA executive.

15.1.5 Unsportsmanlike conduct.

15.1.6 Consumption of alcohol or cannabis immediately prior to, during and immediately after any game or practice.

15.1.7 Smoking at the ballpark.

15.1.8 Coaches ejected from a game will be suspended for their next regular season or playoff game. Appeal rules will follow those applied as in 14.3.

## **16.0 CONDUCT OF PLAYERS**

16.1 Players should arrive 15 minutes prior to the scheduled start of a game and on time for practices.

16.2 Respect team mates, coaches, umpires and opposing team.

- 16.3 Players who deliberately attempt to injure another player will be ejected from the game and be subject to suspension.
- 16.4 Try your best, play fairly and have fun.
- 16.5 Cheer for your team, not against the opposing team.
- 16.6 At the end of the game, shake hands with the opposing team.
- 16.7 Make sure the bench area is left clean.
- 16.8 Talk to your coach if you have a problem.

### **17.0 CONDUCT OF PARENTS AND FANS**

- 17.1 Inform the coach if your player will be absent for games.
- 17.2 Ensure your player arrives on a timely basis for games and practices.
- 17.3 Do not leave player unattended without talking to the coach.
- 17.4 Negative remarks, profanity and other player abuse is not acceptable.
- 17.5 Respect wishes and requests of the coach.
- 17.6 Parents, siblings and friends are not allowed on the player's bench without coach's permission.
- 17.7 Talk to the coach about any issues that arise.
- 17.8 Inform the OHMBA executive of any coach misconduct.
- 17.9 Respect the ball park - keep it clean.

### **18.0 JUNIOR ROOKIE DIVISION RULES**

<b>18.1</b>	Continuous Batting Order: Each player present at the game is entered into the batting order. When a team is minus 3 players or beyond this is the batting order option that must be selected. Each batter will bat continuously with no set last batter. Ex. Team A has 11 batters, Team B has 8 batters. Team B in the first inning will bat batters 1-8, then 1-3, batter 3 being the last batter. In the second inning, Team B will bat batters 4-8, then batters 1-6, batter 6 being the last batter. In the third inning, Team B will bat batters 7-8, then batters 1-8, and then batter 1, batter 1 being the last batter.
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<b>18.2</b>	There shall be no pitching to the batter therefore no bases may be awarded on balls, there is no bunting and the infield fly rule does not apply.
<b>18.3</b>	Each defensive team shall have a catcher (must wear a helmet and stand back at a safe distance from the batter), a pitcher (standing behind the pitchers rubber), 1st baseman, 2nd baseman, 3rd baseman, short stop and all other players in the outfield.
<b>18.4</b>	Batters can not strike out or be walked as a tee is used.
<b>18.5</b>	Illegal swing - when the batter does not take a full swing or chop swings downward on the ball.
<b>18.6</b>	The playing line is a line (real or imagined) running from the 30 ft mark of the 1st base line to the 30 ft mark of the 3rd base line. Any ball that stops within the area will be deemed as a dead ball.
<b>18.7</b>	Play is dead once the ball is returned to the infield and the Ball is held in the air. All runners stop at the base they are closest too.
<b>18.8</b>	Last batter – The play is on going until the ball is thrown from outside the playing line to the catcher. The catcher must receive the thrown ball and touch the plate to end the inning.
<b>18.9</b>	A regulation game will consist of at least three complete innings. Time Permitted. Score is not kept during the Season.
<b>18.10</b>	No leadoffs are allowed.
<b>18.11</b>	Runners may not advance on an overthrow.
<b>18.12</b>	Runners may only advance extra bases on hits to the outfield. Any infield hit is to be considered a single assuming the batter isn't put out.
<b>18.13</b>	Last batter status - Any players on the offensive team who are base runners when the last batter is at bat are regarded in the same way as the last batter and no defensive play can be made on them on the bases. They are all forced to home plate when the last batter has hit the ball fairly.
<b>18.14</b>	Offensive teams at bats end when: <ul style="list-style-type: none"> <li>a) The last batter's fair hit ball is returned to the catcher at home plate. The ball must be thrown over the playing line at least once on its way to the catcher. Home plate must be touched by ONLY the catcher with the ball in his possession and only the pitcher is allowed to assist the catcher in the home plate area. The catcher, once he/she has touched home plate and the Coach indicates the inning is over.</li> <li>b) The last batter's fly ball is legally caught</li> </ul>

<b>18.15</b>	In the event that the last batter of the offensive team is out on a fly ball, the members of the offensive team who are base runners shall be permitted to score, provided they are on base when the ball is caught or they retouch it after the ball is caught or if they try to retouch it after the ball is caught before touching the next base. These runners have to score prior to the ball being returned to home plate.
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## **19.0 ROOKIE DIVISION RULES**

<b>19.1</b>	<b>Mercy Rule:</b> If after the completion of <b>4 ½ innings</b> and the home team is ahead by 15 or more runs, the game shall be terminated by the plate umpire.
<b>19.2</b>	<b>Open Inning:</b> The umpire shall announce the 4th and subsequent innings to be “open” allowing each team to exceed the 5 run maximum. The Mercy Rule will then be in effect.
<b>19.3</b>	Games are 1 hour and 30 minutes from the originally scheduled start time. No new inning may be started after the 90 minute mark.
<b>19.4</b>	<b>A half inning will be considered 3 outs or 10 batters.</b> After the 10 <sup>th</sup> batter has hit or has struck out, play will stop and the half inning is over.
<b>19.5</b>	Each batter shall receive a maximum of 5 strikes as called by the umpire. The batter shall not be called out if the 5 <sup>th</sup> strike is called a foul ball. If a ball crosses the plate over the batter’s head or bounces into the dirt, the umpire will not count it as a strike unless the batter swings at the pitch.
<b>19.6</b>	If avalible, the pitching machine must be used for all batters ( <b>This is mandatory</b> , the only exception is when rule 19.17 is in effect). If a pitching machine is not working or in disrepair, then coaches will throw 5 <b>overhand</b> pitches to each batter. Fouled 5 <sup>th</sup> pitches will be repeated.
<b>19.7</b>	Until June 30 <sup>th</sup> batters will be given the option to hit off a tee after their 4 <sup>th</sup> pitch. After June 30 <sup>th</sup> this rule will not apply.
<b>19.8</b>	Lead offs are not allowed. Runners may not advance until the batter has made contact with the ball. If an infraction occurs then the ball will be called dead and warning will be issued. If a second infraction occurs the runner will be called out.
<b>19.9</b>	Extra bases will not be awarded on an overthrow to first base.
<b>19.10</b>	Runners may not advance on a passed ball or wild pitch.
<b>19.11</b>	If a batted ball hits the pitching machine or any adult in the playing field, then the ball is declared dead and the batter is awarded first base with the corresponding move of any base runners who may be forced to move. The coach feeding the machine must not interfere with any play being made by the defensive team. Otherwise, the batter will be called out and the runners will be returned to their base of origin. In case of the third out the side is retired.
<b>19.12</b>	The player in the pitching area near the coach-pitcher must wear a batting helmet.

<b>19.13</b>	The infield fly rule does NOT apply.
<b>19.14</b>	Bunting is NOT allowed.
<b>19.15</b>	Teams will be allowed to score a maximum of <b>5</b> runs per inning. The batting order will resume the next inning with the next player in the batting order who has not had his/her turn.
<b>19.16</b>	Sliding is allowed and encouraged.
<b>19.17</b>	Back catchers must use a catchers mitt at all times.
<b>19.18</b>	Catchers can only be replaced mid-inning due to an injury.
<b>19.19</b>	If a batter must leave the game the next batter in the batting order will assume the count.
<b>19.20</b>	If a base runner is unable to continue, the last player out will act as a pinch runner.
<b>19.21</b>	There shall be no mid-inning defensive substitution except for injury or pitching change.
<b>19.22</b>	Sliding Rule: When a runner is attempting to advance and there is a play at any base including home plate, the runner <b>MUST</b> make all attempts to avoid contact/collision with the defensive player. It is mandatory that all runners must slide for all close plays at the plate or base. Fielders are no longer allowed to block a base or home plate without the baseball and the must always give a runner a clear lane to the base or plate. Runners will be called out if, in the opinion of the umpire, malicious contact is made with the defensive player and no attempt to slide was made. Every attempt must be made to avoid collisions.
<b>19.23</b>	A run differential in a given game cannot be achieved above the mercy limit.
<b>19.24</b>	An 8 ft. diameter safety circle shall be marked off directly in front of home plate and its centre shall be 44 ft. from home plate. No player is permitted to enter the safety circle, which is considered a dead ball area. Enter means that any part of the body enters the safety circle.
<b>19.25</b>	The pitching machine speeds cannot be altered except at the end of an inning. If the machine speed is erratic, it shall be corrected by the umpire. (This may be done at any time.) Machine speed is a maximum of 40 mph and a minimum of 35 mph. Height can be adjusted at any time.

<b>19.26</b>	The pitcher must stand beside the pitching machine outside of the safety circle and behind the release point of the pitching machine. Lines shall be drawn from the release point to 4 ft. beyond the circle. The pitcher must have both feet on or within 4 feet behind the white line until the ball is released from the machine. Once the ball is released from the machine, the pitcher may move in front of the line, but may not move through the circle. The machine shall be 44 ft. from home plate. Only the pitcher may return a live ball to the operating coach with runners on base. The pitcher must wear a NOCSAE approved batting helmet with facemask and chinstrap attached as designed by the manufacturer and may not be removed until the play is complete. Penalty: Time will be called at the completion of the play and 1 base will be awarded from the position of the runners at the time the play was completed. Neither the pitcher nor any other player may in any way break the plane of the 8 foot diameter circle around the machine whether stepping on the circle line or reaching into the circle while in an attempt to field a ball. Play will be called dead and 1 base will be awarded. <u>All other forced runners will move 1 base.</u>
<b>19.27</b>	The coach operating the pitching machine is required to wear a baseball helmet. For the purposes of this rule a skull cap is considered a baseball helmet. Penalty: the team will be warned one time to wear a helmet and for second violation or refusal to wear the helmet, the coach will be ejected.
<b>19.28</b>	The run differential that is entered into the standings cannot exceed the divisional mercy limit. Forfeited games will result in a loss of 15 to 0 for the forfeiting team.

## **20.0 MOSQUITO DIVISION RULES**

<b>20.1</b>	<b>Mercy Rule:</b> If after the completion of 4 ½ <b>innings</b> and the home team is ahead by 10 or more runs, the game shall be terminated by the plate umpire. With the mercy rule in effect, teams may choose to play on for development purposes (mercy score is reported to league).
<b>20.2</b>	<b>Open Inning:</b> The umpire shall announce the 4th and subsequent innings to be “open” allowing each team to exceed the 5 run maximum. The Mercy Rule will then be in effect.
<b>20.3</b>	Umpires will warn pitchers in the event of a balk. A second infraction by the same pitcher will result in the bases being awarded.
<b>20.4</b>	Pitchers will be limited to <b>6</b> consecutive outs per game and 70 pitches in a calendar day. If a pitcher’s allowable outs are exceeded in a play (example – double play) then said pitcher shall not be in breach of the 6 out rule but must leave after the play. If the maximum inning run cap (prior to the open inning) is reached then the current pitcher assumes the remaining outs left in the inning.
<b>20.5</b>	Any team member (players and coaches) serving as a catcher to warm up a pitcher must wear a warmup mask.

<b>20.6</b>	The infield fly rule does NOT apply.
<b>20.7</b>	No lead offs are allowed. Runners must have one foot touching the base when the pitcher has his/her foot on the pitching rubber and is preparing to deliver the ball. The runner must not leave the base until the ball has left the pitcher's hand. The umpire will issue a warning for a first offence and then on a second offence to the same runner, he/she shall be called out. The ball will be considered dead at the time of the pitch.
<b>20.8</b>	Attempting to score on a passed ball is permitted after June 30 <sup>th</sup> .
<b>20.9</b>	Runners are not allowed to advance past first base on an overthrow until June 30 <sup>th</sup> . After this date normal baseball rules apply.
<b>20.10</b>	Batters may not run on a dropped third strike.
<b>20.11</b>	Bunting is allowed but NOT encouraged.
<b>20.12</b>	Teams will be allowed to score a maximum of <b>5</b> runs per inning. The batting order will resume the next inning with the next player in the batting order who has not had his/her turn.
<b>20.13</b>	Sliding is allowed and encouraged.
<b>20.14</b>	Back catchers must use a catchers mitt at all times.
<b>20.15</b>	Pitchers are only allowed to throw fastballs and change-ups (no curveballs, knuckleballs, sliders, screwballs, etc.). Umpires will warn pitchers on the first offence (it will be ruled a "no-pitch"). A second offence will result in the player being removed from the pitching position.
<b>20.16</b>	Once removed from the pitching position a player may not return to pitch in that game.
<b>20.17</b>	Pitchers can be replaced by any player on the field or bench with the exception of the catcher.
<b>20.18</b>	Catchers can only be replaced mid-inning due to an injury.
<b>20.19</b>	If a batter must leave the game the next batter in the batting order will assume the count.
<b>20.20</b>	If a base runner is unable to continue, the last player out will act as a pinch runner.
<b>20.21</b>	There shall be no mid-inning defensive substitution except for injury or pitching change.
<b>20.22</b>	Sliding Rule: When a runner is attempting to advance and there is a play at any base including home plate, the runner <b>MUST</b> make all attempts to avoid contact/collision with the defensive player. It is mandatory that all runners must slide for all close plays at the plate or base. Fielders are no longer allowed to block a base or home plate without the baseball and the must always give a runner a clear lane to the base or plate. Runners will be called out if, in the opinion of the umpire, malicious contact is made with the defensive player and no attempt to slide was made. Every attempt must be made to avoid collisions.



<b>20.23</b>	The run differential that is entered into the standings cannot exceed the divisional mercy limit. Forfeited games will result in a loss of 10 to 0 for the forfeiting team.
<b>20.24</b>	On a steal attempt runners may only advance one base and may not attempt another steal until the next pitch. In the event of an overthrow or misplay runners are still limited to one base per steal attempt.

## **21.0 PEEWEE DIVISION RULES**

<b>21.1</b>	<b>Mercy Rule:</b> If after the completion of 4 ½ <b>innings</b> and the home team is ahead by 10 or more runs, the game shall be terminated by the plate umpire. With the mercy rule in effect, teams may choose to play on for development purposes (mercy score is reported to league).
<b>21.2</b>	<b>Open Inning:</b> The umpire shall announce the 4th and subsequent innings to be “open” allowing each team to exceed the 5 run maximum. The Mercy Rule will then be in effect.
<b>21.3</b>	Umpires will warn pitchers in the event of a balk. A second infraction by the same pitcher will result in the bases being awarded.
<b>21.4</b>	Pitchers will be limited to <b>6</b> consecutive outs per game and 80 pitches in a calendar day. If a pitcher’s allowable outs are exceeded in a play (example – double play) then said pitcher shall not be in breach of the 6 out rule but must leave after the play. If the maximum inning run cap (prior to the open inning) is reached then the current pitcher assumes the remaining outs left in the inning.
<b>21.5</b>	Any team member (players and coaches) serving as a catcher to warm up a pitcher must wear a warmup mask.
<b>21.6</b>	The infield fly rule will be enforced.
<b>21.7</b>	Lead offs and stealing bases are allowed.
<b>21.8</b>	Scoring on a passed ball is permitted.
<b>21.9</b>	Batters may attempt to advance to first base on catcher’s dropped third strikes or passed balls.
<b>21.10</b>	Bunting is allowed.
<b>21.11</b>	Teams will be allowed to score a maximum of <b>5</b> runs per inning.
<b>21.12</b>	Back catchers must use a catchers mitt at all times.
<b>21.13</b>	Pitchers are only allowed to throw fastballs and change-ups (no curveballs, knuckleballs, sliders, screwballs, etc.). Umpires will warn pitchers on the first offence (it will be ruled a “no-pitch”). A second offence will result in the player being removed from the pitching position.
<b>21.14</b>	Once removed from the pitching position a player may not return to pitch in that game.

<b>21.15</b>	Pitchers can be replaced by any player on the field or bench with the exception of the catcher.
<b>21.16</b>	Catchers can only be replaced mid-inning due to an injury.
<b>21.17</b>	If a batter must leave the game the next batter in the batting order will assume the count.
<b>21.18</b>	If a base runner is unable to continue, the last player out will act as a pinch runner.
<b>21.19</b>	There shall be no mid-inning defensive substitution except for injury or pitching change.
<b>21.22</b>	Sliding Rule: When a runner is attempting to advance and there is a play at any base including home plate, the runner <b>MUST</b> make all attempts to avoid contact/collision with the defensive player. It is mandatory that all runners must slide for all close plays at the plate or base. Fielders are no longer allowed to block a base or home plate without the baseball and the must always give a runner a clear lane to the base or plate. Runners will be called out if, in the opinion of the umpire, malicious contact is made with the defensive player and no attempt to slide was made. Every attempt must be made to avoid collisions.
<b>21.21</b>	The run differential that is entered into the standings cannot exceed the divisional mercy limit. Forfeited games will result in a loss of 10 to 0 for the forfeiting team.
<b>21.22</b>	On a steal attempt runners may only advance one base and may not attempt another steal until the next pitch. In the event of an overthrow or misplay runners are still limited to one base per steal attempt. After July 1st full baseball rules apply and runners may advance multiple bases.

## **22.0 BANTAM DIVISION RULES**

<b>22.1</b>	<b>Mercy Rule:</b> If after the completion of <b>4 ½ innings</b> and the home team is ahead by 12 or more runs, the game shall be terminated by the plate umpire. With the mercy rule in effect, teams may choose to play on for development purposes (mercy score is reported to league).
<b>22.2</b>	<b>Open Inning:</b> The umpire shall announce the 4th and subsequent innings to be “open” allowing each team to exceed the 4 run maximum. The Mercy Rule will then be in effect.
<b>22.3</b>	Umpires will warn pitchers in the event of a balk. A second infraction by the same pitcher will result in the bases being awarded.
<b>22.4</b>	Prior to July 1st pitchers will be limited to <b>6</b> consecutive outs or 90 pitches in a calendar day. After July 1st, pitchers will be limited to <b>2</b> consecutive outs per game and 90 pitches in a calendar day. If a pitcher’s allowable outs are exceeded in a play (example – double play) then said pitcher shall not be in breach of the 9 out rule but must leave after the play. If the maximum inning run cap (prior to the open inning) is reached then the current pitcher assumes the remaining outs left in the inning.

<b>22.5</b>	Any team member (players and coaches) serving as a catcher to warm up a pitcher must wear a warmup mask.
<b>22.6</b>	The infield fly rule will be enforced.
<b>22.7</b>	Lead offs and stealing bases are allowed.
<b>22.8</b>	Scoring on a passed ball is permitted.
<b>22.9</b>	Batters may attempt to advance to first base on catcher's dropped third strikes or passed balls.
<b>22.10</b>	Bunting is allowed.
<b>22.11</b>	Teams will be allowed to score a maximum of <b>4</b> runs per inning.
<b>22.12</b>	Back catchers must use a catchers mitt at all times.
<b>22.13</b>	Pitchers are only allowed to throw fastballs and change-ups (no curveballs, knuckleballs, sliders, screwballs, etc.). Umpires will warn pitchers on the first offence (it will be ruled a "no-pitch"). A second offence will result in the player being removed from the pitching position.
<b>22.14</b>	Once removed from the pitching position a player may not return to pitch in that game.
<b>22.15</b>	Pitchers can be replaced by any player on the field or bench with the exception of the catcher.
<b>22.16</b>	Catchers can only be replaced mid-inning due to an injury.
<b>22.17</b>	If a batter must leave the game the next batter in the batting order will assume the count.
<b>22.18</b>	If a base runner is unable to continue, the last player out will act as a pinch runner.
<b>22.19</b>	There shall be no mid-inning defensive substitution except for injury or pitching change.
<b>22.22</b>	Sliding Rule: When a runner is attempting to advance and there is a play at any base including home plate, the runner <b>MUST</b> make all attempts to avoid contact/collision with the defensive player. It is mandatory that all runners must slide for all close plays at the plate or base. Fielders are no longer allowed to block a base or home plate without the baseball and the must always give a runner a clear lane to the base or plate. Runners will be called out if, in the opinion of the umpire, malicious contact is made with the defensive player and no attempt to slide was made. Every attempt must be made to avoid collisions.
<b>22.21</b>	The run differential that is entered into the standings cannot exceed the divisional mercy limit. Forfeited games will result in a loss of 12 to 0 for the forfeiting team.

**23.0 MIDGET/JUNIOR DIVISION RULES**

<b>23.1</b>	<b>Mercy Rule:</b> If after the completion of <b>5 ½ innings</b> and the home team is ahead by 12 or more runs, the game shall be terminated by the plate umpire. With the mercy rule in effect, teams may choose to play on for development purposes (mercy score is reported to league).
<b>23.2</b>	<b>Open Inning:</b> The umpire shall announce the 5th and subsequent innings to be “open” allowing each team to exceed the 4 run maximum. The Mercy Rule will then be in effect.
<b>23.3</b>	Umpires will warn pitchers in the event of a balk. A second infraction by the same pitcher will result in the bases being awarded.
<b>23.4</b>	Pitchers will be limited to <b>2</b> consecutive outs per game and <b>100</b> pitches in a calendar day. If a pitcher’s allowable outs are exceeded in a play (example – double play) then said pitcher shall not be in breach of the 6 out rule but must leave after the play. If the maximum inning run cap (prior to the open inning) is reached then the current pitcher assumes the remaining outs left in the inning.
<b>23.5</b>	Any team member (players and coaches) serving as a catcher to warm up a pitcher must wear a warmup mask.
<b>23.6</b>	The infield fly rule will be enforced.
<b>23.7</b>	Lead offs and stealing bases are allowed.
<b>23.8</b>	Scoring on a passed ball is permitted.
<b>23.9</b>	Batters may attempt to advance to first base on catcher’s dropped third strikes or passed balls.
<b>23.10</b>	Bunting is allowed.
<b>23.11</b>	Teams will be allowed to score a maximum of <b>4</b> runs per inning.
<b>23.12</b>	Back catchers must use a catchers mitt at all times.
<b>23.13</b>	Pitchers are allowed to throw any legal pitch as per normal baseball rules.
<b>23.14</b>	Once removed from the pitching position a player may not return to pitch in that game.
<b>23.15</b>	Pitchers can be replaced by any player on the field or bench with the exception of the catcher.
<b>23.16</b>	Catchers can only be replaced mid-inning due to an injury.
<b>23.17</b>	If a batter must leave the game the next batter in the batting order will assume the count.
<b>23.18</b>	If a base runner is unable to continue, the last player out will act as a pinch runner.
<b>23.19</b>	There shall be no mid-inning defensive substitution except for injury or pitching change.

<b>23.20</b>	Sliding Rule: When a runner is attempting to advance and there is a play at any base including home plate, the runner <b>MUST</b> make all attempts to avoid contact/collision with the defensive player. It is mandatory that all runners must slide for all close plays at the plate or base. Fielders are no longer allowed to block a base or home plate without the baseball and the must always give a runner a clear lane to the base or plate. Runners will be called out if, in the opinion of the umpire, malicious contact is made with the defensive player and no attempt to slide was made. Every attempt must be made to avoid collisions.
<b>23.21</b>	Games are scheduled to be two hours in length, with no new inning after the two hour mark.
<b>23.22</b>	A midget aged pitcher(s) must record a minimum of 3 outs or 1 inning in each game in the first four innings. If no midget pitcher is available, this must be made known to the umpire and the opposing coach at the beginning of the game.
<b>23.23</b>	All players must use a BBCOR or wooden bat.
<b>23.24</b>	The run differential that is entered into the standings cannot exceed the divisional mercy limit. Forfeited games will result in a loss of 12 to 0 for the forfeiting team.

## **24.0 PLAYOFF GAMES**

- 24.1 All teams from “4 team” divisions from Rookie to Pee wee/Bantam/Midget/Junior shall participate in a round-robin playoff “season” guaranteeing 3 games per team.
- 24.2 Points will be awarded on the basis of a WIN = 2 POINTS, TIE = 1 POINT and a Loss = 0 POINTS. Points acquired in this preliminary playoff round will determine team position in the Championship and Consolation Finals on Closing Day. Results will be announced by the league.
- 24.3 In the event of forfeit where both teams cannot field a complete team of at least seven players, the game will be recorded as a 0-0 loss for both teams. In the event that one team has seven players it will result in the aforementioned team being awarded a win (2 points) with the official score of that divisions mercy limit for the winning team and zero for the forfeiting team.
- 24.4 In the event of a tie, this tie-breaker system will be used:
- (1) result of games between teams in question
  - (2) differential of **all playoff games** calculated by total runs scored for and against with highest numbered team advancing
  - (3) coin toss supervised by a league official.

(4) in the event of three or more teams being tied, then #'s 2 then # 3 will be used as tie-breakers.

4. All division playoff formats will be announced by the league prior to the playoffs.
5. If **three** innings of a playoff game have not been **completed** due to curfew or weather (including rainout) then the game will be declared a 0-0 tie, if it cannot be resumed or rescheduled. If necessary this result will be used to calculate run differential. Games **may** be rescheduled (if possible) at the discretion of the league.
6. If a Closing Day playoff game is tied at the end of regulation time then extra innings will be played to determine a winner.

24.5 Closing Day playoff games will be 1 hour and 45 minutes, (exception Rookie and Midget/Junior – see division specific rules)) in duration. This will be calculated from the **actual start time**. The scorekeeper is responsible to keep time and their time shall be deemed official.

## **25.0 PLAYING FIELD DIMENSIONS**

<b>LEVEL</b>	<b>HOME PLATE TO 1B &amp; 3B</b>	<b>HOME PLATE TO PITCHER'S RUBBER</b>	<b>HOME PLATE TO SECOND BASE</b>
T-BALL	50 feet	N/A	70 feet
JR. ROOKIE	60 feet	40 feet	85 feet
ROOKIE	65 feet	40 feet	92 feet
MOSQUITO	65 feet	44 feet	92 feet
PEEWEE	75 feet	48 feet	107 feet
BANTAM	80 feet	55 feet	113 feet
MIDGET/JUNIOR	90 feet	60 feet 6 inches	127 feet

**NOTE: ALL DISTANCES ARE MEASURED FROM THE BACK POINT OF HOME PLATE, WITH 1<sup>ST</sup> AND 3<sup>RD</sup> BASE BEING FULLY WITHIN THE DIMENSIONS STATED. 2<sup>ND</sup> BASE IS CENTRED ON THE SPECIFIED DIMENSIONS.**