

SENIOR BOYS RULES

O.B.A. (Ontario Baseball Association) rules will apply with the following exceptions or modifications:

Diamond Layout

- a) Base lengths are 90 feet
- b) The pitching rubber is placed at a distance of 60 ft.
- c) A 9" hardball is used

League Rules

Early Games:

The starting time for each game is 6:00pm. No new inning shall start after 8:00pm and everyone must be off the diamond by 8:15 pm. During the regular season, or a diamond on which there is no second game scheduled, the game can go beyond 8:15pm to complete the last inning.

Late Games (Bernie Amlin Field & Tom Wilson Field):

The starting time for late games is 8:30pm. No new inning shall start after 10:15pm and at 10:30pm everyone must get off the field.

If the inning is not finished when it is time to leave the field, then the score after the last completed inning is the final score.

New Inning Start: An inning shall be deemed to have started immediately after the last out in the bottom of the previous inning has occurred.

All regular season games:

1. A team must have a minimum of 7 players to play.

2. a) If after a coach has contacted all his players prior to a game, and is still unable to field 9 players, a player may be called up from the division below, HOWEVER, the player must play in the outfield only. An exception can be made when that player has previously played in the division above for 2 or more games and it is considered to be safe by the parents and coach for that player to take their turn in the infield. The player must also bat in the regular batting order.

b) The call-up must not play more innings than a regular player in that division. The oldest players from the division below, who are capable of playing up (as determined by the coordinators and coaches), should be called first and if they aren't available, then the players who are 1 year younger may then be called if the coordinators and coaches feel it is safe for them to play in the division above.

3. During the regular season, if a team is short a player, then that team may borrow a player from the other team to play defensively only, in the outfield. The borrowed player is taken as the last batter from the previous inning or half-inning. (The borrowed player will most likely change from inning to inning.)

4. It is the responsibility of the home team coaches to set up the diamond, including chalking, and supply two game balls (one new and one used). The home team is listed on the right, i.e. 2 vs. 1, Team #1 is home team and shall occupy 3rd base line bench. Please arrive at least 15 minutes early to set up diamond.

5. Cell phones or electronic devices are not permitted on the playing field.
6. *Full uniform* - The house league supplied shirt, caps or visors must be worn.
For each player not in complete uniform, one out will be charged to the team. The out will occur when the player who caused the infraction is scheduled to bat for the first time, they effectively sacrifice their first plate appearance. The uniform shirt must be tucked into the appropriate white baseball pants. No shorts or jewelry are allowed. No metal spikes are allowed. Pelvic protection and mouth guards are strongly recommended. A face mask must be worn when warming up a pitcher in a crouched position, on or off the field.
7. The catcher must properly wear all supplied equipment. The batter and base runners must wear a helmet with the chin strap properly fastened.
8. All players must play an equal number of innings where possible.
9. No player should play more than 2 consecutive innings in the infield or the outfield, whenever possible during the regular season.
10. Unless a parent or player requests otherwise, players must be rotated so they play equal number of innings infield and outfield whenever possible. A player may play no more than 2 consecutive innings in one position with the exception of pitcher and catcher and every player should have an opportunity to play every position, with the exception of pitcher and catcher, at least once during the season.
11. If a batter throws his/her bat, he/she will be called out.
12. A runner hit by a batted ball is out when he/she is touched by a fair ball in fair territory before the ball has touched or passed an infielder. When a fair ball goes through or by an infielder and touches a runner immediately in back of him, or touches a runner after being deflected by an infielder and the ball is in play, the runner is not out.
13. If a ball is thrown out of play, each runner including the batter-runner may advance two bases. When such wild throw is the first play by an infielder, the umpire in awarding such bases shall be governed by the position of the runners at the time the ball was pitched; in all other cases the umpire shall be governed by the position of the runners at the time the wild throw was made.
14. If a pitcher hits 2 batters in the course of an inning, he/she will not be allowed to pitch for the remainder of that inning but may return to pitch in a later inning. If a pitcher hits 3 batters during the course of a game, that pitcher will not be allowed to pitch for the remainder of the game.
15. With 2 outs and the catcher gets on base, or is on base, he/she may be substituted with a courtesy runner (the player who made the last out) to allow the catcher to dress for the next inning.
16. The plate umpire shall stand behind the catcher and must wear a face mask and chest protector. The 2nd umpire is the traditional base umpire.
17. Good sportsmanship must be shown at all times therefore coaches should not run up the score.
18. Sliding head first is NOT allowed and will result in the runner being called out. If a runner is leading off and dives back (not slides) to a base before being tagged out, he/she is safe.
19. Coaches must notify the coordinator if a player quits.

Playing Rules

1. 7 innings is a full game. If a game is called due to weather, 4 entire innings (3 1/2 if the home team is ahead) must be completed to constitute a full game. If 4 or more innings have not been played, the entire game may be rescheduled by the coordinator.

2. a) **Scoring Rule:** Each team may score a maximum of 5 runs per inning or 5 runs more than the opposing team's total runs, whichever is greater. For example, the 1st team up to bat in the 1st inning may score 5 runs max. If they score 5, the home team may score 10 in the 1st inning. If the visitors score 2, the home team may score 7 runs. If after the 1st inning, the score is 7 – 2 for the home team, the visitors may score 10 runs in the 2nd inning. If after 1 ½ innings the score is 7 – 2 for the home team, the home team can only score a maximum of 5 runs that inning

2. b) **Mercy Rule:** The game will be called should one team be ahead 15 runs after 3 complete innings or 12 runs after 4 complete innings. Play may continue after a mercy is declared if both team's coaches agree. (Mercy rule does not apply to play-off games.)

3. Coaches at any time may communicate only positive instructions to the players on the field.

4. Pitchers may pitch a maximum of 9 outs per game. Any player who is 18 years old or will be turning 18 during this calendar year is considered an overager.. Overage players may only pitch within the first 2 innings for a maximum of 3 outs per overager.

5. No intentional walks are allowed in any game. Should an umpire deem that a pitcher intentionally walked a batter, the pitcher will be removed from pitching for the rest of the game and the batter and subsequent batter will both receive a base.

6. Balks will be called under the following procedures: Each pitcher will receive one warning prior to the advancement of the base runners. Time will be called and the umpire will instruct both the pitcher and the coach of what they are doing wrong. This will be the teaching part of the game as not all youth know what a balk is. Upon the seconded infraction, at any point in the game, for a pitcher already warned, this will result in a balk being called. When called, the ball is dead and all runners move up one base.

7. Stealing is allowed only when the ball is in play. The ball is in play when the pitcher is "set". Example: If the ball is overthrown and leaves the playing field, it is a dead ball. When the ball is thrown back to the pitcher, the runner may not steal until the pitcher is back on the mound and the plate umpire is ready for the next pitch.

8. Where a play is being made, it is the responsibility of the runner to slide to avoid contact. Failure to slide by the runner where contact is made will result in the runner being called out.

9. If the catcher drops the 3rd strike, the runner may run to 1st if it is not occupied or if 1st is occupied and there are 2 outs.

10. The infield fly rule: An out is charged to the batter when he hits a fair fly ball (not including a line drive nor an attempted bunt) which can be caught by an infielder with ordinary effort, when 1st and 2nd base are occupied or bases are loaded and there are less than 2 outs. If the ball is handled by an outfielder and in the umpire's judgment, the ball could have been easily handled by an infielder, it is still an infield fly.

11. Any player who plays on a Travel, All-Star or Select team for another league other than our own will not be allowed to pitch.

12. A player who does not play at least half of the regular season games will not be allowed to pitch in any play-off game.

13. Players may be traded up to the 2nd week of the season to balance out the teams (only with the approval of the coordinator),

Play-off Rules

All of the above playing rules apply with the following exceptions:

1. Early games:

Start at 6:00. No new inning to start after 8:00, off the field at 8:30.

Late games:

Start at 8:30. No new inning to start after 10:30, off the field at 11:00.

If the start of the game is delayed, no new inning will start after 2 hours from the start of the game and off the field after 2 1/2 hours from the start of the game. If the inning is not completed when the time is up, the score at the end of the last completed inning is the official score.

2. All teams must field 8 players by 6:15 for early games and 8:45 for late games or they forfeit the game.

3. A coin toss will determine the home team for round robin games.

4. Field positions (with exception of pitcher and catcher) are earned throughout the regular season, hence players do not need to be rotated. Players must play an equal number of innings where possible.

5. 7 innings is a full game. If a game is called due to weather, 4 entire innings (3 1/2 if the home team is ahead) must be completed to constitute a full game. If 4 or more innings have been played, the team winning at the end of the last completed inning will be declared the winner. If 4 complete innings have not been played, the entire game must be rescheduled. The home team must call the Diamond Coordinator to reschedule the game.

6. Points: 2 points will be awarded for a win, 1 for a tie. Games can end in a tie.

7. **Championship Game:** After the round robin, the top 2 teams will play a 1 game championship game. If there is a tie in the standings at the end of the round robin, the winner will be determined by head to head. If there is a three-way tie, the team with the lowest runs against will be given a bye to the championship game. You CANNOT be eliminated by this method. There will be a tie breaker game played for the remaining two teams. Championship games will be played in full, weather permitting. If the game is canceled due to rain, it will be rescheduled for later that day or the next day. For the championship game, the team with the best record (the team with the most points after the round robin) will be home team. If there is a tie, the home team will be determined by head to head. If that game ended in a tie, home team will be determined by a coin toss. If the championship game goes into extra innings, the number of innings a pitcher can pitch starts over.

The Board of Directors may amend these rules at any time.