

# SOUTH OTTAWA

## SPRING COED BASEBALL

### HOUSE LEAGUE

#### SUPPLEMENTAL RULES AND GUIDELINES

This document is posted on the South Ottawa website along with game schedules

**Junior, Senior, 19U (GOBL) and Girls Baseball** teams play in a city-wide interlock league. Rules, Rosters and Schedules are found on the District 2 website.

<https://d2llontario.ca/>

Located on SOLL website:

**\*T-Ball program** details.

**\*The Spring Team Handbook** contains supplementary information of use to all division coaches, team administrators and parents.

[http://southottawalittleleague.ca/page.php?page\\_id=47971](http://southottawalittleleague.ca/page.php?page_id=47971)

## New for 2025

- Jewelry is now permitted at all levels of play. However, any jewelry worn by a player that poses harm to injury will be subject to removal at the discretion of the umpire except medic alert bracelets which are permissible at all times. (Rule 1.11 (j)).
- The minor national division will use a 21” wide home plate designed to create a large strike zone for youth leagues where players are just learning to pitch. The design promotes an easier pitching target for youth players, encourages more swinging of the bat and therefore puts more balls in play. An expanded and consistent strike zone will be possible for umpires
- The fair play rule continues to be important and has been modified for clarity and to include pitching development.
- Female athletes are encouraged to consider wearing athletic support (Jill), however it is not required. Male athletes must wear athletic supporters, and when catching must wear the metal, fibre, or plastic type of cup.

## Section One (1)

### 1.0 Organization

South Ottawa Little League is a chartered organization with Little League International. The official Little League Rule Book is used for all rules and regulations except for the specific local rules outlined in this document. LL Regulations and Rules, as stated in the current rule book, apply unless modified by one of the following rule changes and/or clarifications. Some references to LL Rules are provided so that participants may seek additional information when desired.

The LL Rule book (baseball, not softball) can be downloaded free from the app store. A paper copy will be given to each team. More copies are available upon request.

**All coaches must read, apply, and respect the regulations** and rules as laid out in the rule book. Coaches may NOT set aside nor adjust rules regardless of whether they agree to do so.

### 1.2 Administration

#### 1.2.1 Convenors

Convenors are essential to the effective operation of the Interlock league. Each division - ROOKIE, MINOR, MAJOR, JUNIOR, and SENIOR - shall have a convener assigned to it. A single convener may oversee multiple tiers within a division, or a division may have multiple convenors. See Schedule B for a description of Convener responsibilities.

#### 1.2.2 Sportsmanship

**Play Nicely:** Every adult involved in South Ottawa Little League is a volunteer, including coaches, umpires, scorekeepers, convenors, etc. All are generously contributing their time to provide our youth with the opportunity to enjoy baseball. Let us maintain a friendly atmosphere. Cooperation among all involved is paramount for the benefit of everyone.

Immediately following the end of the game all players and coaches from both teams will line up, shake hands or fist pump with umpires and opponents, and congratulate the opposing team on a game well-played.

#### 1.2.3 Coaches and Volunteers

All coaches including anyone helping on the bench occasionally or assisting in practices must be registered with the league, meaning that they will have submitted the online coach registration form for the current season which is found on the website.

A registered adult coach must always be in the dug-out with the athletes. If there are no registered coaches available to coach a base, base coaches can only be a player in uniform, wearing a helmet.

All coaches and anyone regularly assisting on the bench during games in the absence of designated coaches or regularly assisting in practices where they may be regarded as a coach by the athletes is required to submit a Police Record Check for the Vulnerable Sector (VSC) to the league safety officer every 2 years.

### **1.2.4 Schedules & Standings**

The convenor will maintain the official standings, which will be accessible for minor and major on the SOLL website. In minor and major divisions, coaches or team managers shall enter their team's scores and pitch counts within 24 hours after the game. Every effort will be made to ensure the accuracy of the standings displayed on the website.

In the rookie Canadian and National division, teams create a line-up and keep score but do not post scores or maintain standings. In the rookie Provincial division, line-ups and scorekeeping are not done.

## **1.3 Player, Team & Call-Up Eligibility**

All players must be officially registered during the current season. A team is prohibited from using a player unless that player is properly registered with South Ottawa Little League.

### **1.3.1 Call-Ups and Call-Overs**

Little League permits call-ups as per LL Regulation V(c). Both call-ups and call-overs are specifically allowed only to prevent forfeits and should not be used for strategic advantages to the team or for the player's development. The call-up and call-over rules are as follows:

1. Teams may call up players from the next lower division.
2. Players may only be called up if it does not interfere with their own team schedule and the team coach approves the call-up.
3. Coaches may use call-up players only when they expect fewer than nine (9) players at any game and only to bring the number of players up to 9. (10 in rookie)
4. Call-ups, call-overs are not eligible to pitch.
5. Called-up players must be regular, rostered players.
6. Call-ups can NEVER be used as pitcher or catcher and must be rotated fairly through the positions on the same basis as the rest of the team.
7. Sometimes players do show up that were not expected. The call-ups will NOT be sent home, any call-up that arrives at the field WILL play.
8. Coaches are to arrange call-ups through the convenor. Managers/Coaches do not select players for call-up. Teams should identify a pool of players that are willing to play extra call-up games such that the Convenor may select a willing player. Convenors will endeavor to spread opportunities among those players where possible and may select players not on the call up list at their discretion with agreement from that player's coach.

9. A team using one or more call-ups must identify those call-ups to the opposing coach prior to the start of the game.
10. Call-downs are prohibited.

## Section Two (2) Pre-Game and Starting Game Rules

### 2.1 Home Team Responsibilities

The Home team is responsible for:

- setting up the field with bases and any other equipment required to allow for the game to commence.
- supplying at least one (1) new approved leather game ball for the level of play and to have additional spare approved game balls available to ensure game play may continue.
- providing the OFFICIAL SCORER. Both teams should track their own scores and pitch counts, reporting them to the website (see rule 4.6 in Section 4 below). Scorekeepers should confer during the game, but in the event of an irresolvable difference, the home team's scorekeeper will prevail.
- Home teams must use the 3<sup>rd</sup> base dugout for their home games.

### 2.2 Rainouts and Rescheduled Games

It is the responsibility of the Convenor or their designate to determine if games cannot be played due to rain or unplayable field conditions (and to cancel umpires according to current protocols). Games should be cancelled only if it is clear that the rain will not cease, or the diamond is already unplayable. Otherwise, all teams should report to the diamond.

**In the event cancellation is required, the convenor will** advise teams in a timely manner (min 1 - 1.5 hours before game time). Every attempt that does not compromise safety or ruin the field should be made to get games in.

Once both teams have arrived at the field, the decision remains with the coaches until the official game starts if weather or field conditions are or become a factor. Once the game begins, the umpire becomes the sole judge whether a game must be suspended for any reason.

**Rained-out games will be rescheduled by the coaches in consultation from the convenor.**

Home team coaches or team managers will take the lead in coordinating details with the visiting team as soon as possible based on the availability of players and field time. Assistance may be provided by division convenors. The regular season will not be extended to allow for games still outstanding.

If agreement cannot be reached by the two coaches on the date, time or location the convenor may schedule the game at their discretion.

Under no circumstances should a team ask another team to reschedule a game because their own team cannot field a full team for any reason other than Rain/Weather.

### 2.3 Game Start Times

All games are scheduled to begin promptly at the time indicated on the schedule. Ten minutes grace should be allowed for the arrival of late players. (More time may be granted at the umpires' and opposing team's discretion).

### 2.4 Line-Up Size

In rookie and minor a team must have seven (7) players dressed to play the game. Major must have eight (8) players. There will be no automatic out for the 8<sup>th</sup> or 9<sup>th</sup> player when playing with a shorter lineup. However, if fewer than the minimum are present, the game will be forfeited.

If, during the game, an injury or ejection causes the number of available players to fall to 8 players, the remaining eight (8) players dressed will continue to play the game (*LL Rules 4.17 Option*). There will be no automatic out for a 9th player no longer in the game due to the injury or ejection. (*LL Rule 4.04 Note 3 Option*)

If the injured, ill, or absent player returns they are merely inserted into their original spot in the batting order and the game continues.

If, during the game, an injury or ejection causes the number of available players to fall below 8, this will not result in a forfeit regardless of the point in the game or the score at the time.

### 2.5 Batting Order

All players will be in the batting order. The order should be rotated every game, so that the player last in the order in the previous game is the first in the order in the next game. This ensures players receive an equal number of at-bats over the season as much as possible. Any player who comes late to the game may be added to the bottom of the batting order, including continuation games. (*LL Rule 4.04*)

Before each game the coach or team manager will exchange batting line-ups and provide to the official scorekeeper.

When a player is injured, becomes ill, or must leave the game site after the start of the game, the team will skip over him/her when his/her time at bat comes up without penalty. (i.e. There is *\*no\** automatic out.

## 2.6 Uniforms & Equipment

Players will receive a jersey and cap at the start of the year which must be worn for a player to be eligible to play. Players may wear a sweatshirt or coat under their uniform if they wish. Players will wear long pants – baseball pants, athletic or sweatpants - no shorts, jeans, or open toed shoes (sandals) may be worn. Baseball pants to the knee with long socks are acceptable. Shirts must be tucked in at all times.

Players must supply their own NOSCAE approved helmet. Player base coaches must also wear a helmet. Male athletes must wear an athletic protector – it is optional for female athletes.

## Section Three (3) Game Play Rules

### 3.1 Defensive Substitutions

Given that a continuous batting order is utilized, players can be substituted in the field at any time during the game **except for the pitcher**. At all divisions, Minor through to Senior, once the pitcher has been removed, they can still play in any other position but may not re-enter the game as a pitcher.

### 3.2 Fair-play rule

**Players must share equally infield and outfield positions.** This does not mean that there is a 50-50 rule for infield and outfield. There are six infield and three outfield positions. Every player's defensive play must be two-thirds infield and one-third outfield over the innings that they are not sitting. All players will share equally in sitting out.

The only exception to the fair play rules is for skill positions (pitcher guard, 1<sup>st</sup> base, catcher) where a player's safety may be jeopardized. Every effort must be made to help the player develop their skills. Such players must still be given two-thirds of their play in the other infield positions. It is the responsibility of the coaches, not the umpires, to monitor and ensure fair play is adhered to.

### Learning to pitch:

Pitching is fun for most players and all players should be given the opportunity to learn. The time to learn to pitch is during practice, not during games. Until a player can reasonably (not perfectly) deliver a pitch in a game, coaches may limit their in-game pitching until they have sufficiently practiced at home / in practice situations.

This provision is not intended to limit pitching to "the best" pitchers. Developing numerous, capable pitchers should be the goal of every coach. However, walk after walk after walk is not enjoyable for anyone.

Each team will have a minimum of 3 registered coaches. There must always be one registered adult coach in the dug-out with the players. If there are no registered coaches available to coach a base, base coaches can only be players in uniform, wearing helmets.

### Pitching

1. All players, except for call-ups, are eligible to pitch. There is no limit to the number of pitchers a team may use in a game.
2. Pitch counts apply wherever there are player pitchers, and are to be recorded
3. A pitcher once removed from the mound may not return as a pitcher.
4. A pitcher used while ineligible to pitch shall be declared ineligible to pitch in the next two games (including playoffs), and the coach responsible will be suspended for one game.
5. The tables below give an overview of the number of pitches that will be allowed per day for each age group during the regular season and the required rest days - see also Regulation VI.
6. If a pitcher wishes to intentionally walk a batter, they may do so by asking for time and indicating to the umpire. In this case, the ball is dead and runners may not advance unless forced. Pitches will not be thrown however all such pitches will count in determining that pitcher's pitch count.

Coaches will be mindful of the importance of arm care; it is unlikely that any young athlete could safely pitch at the maximum pitch per day level.

**Reminder** – see Regulation VI - A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of that day.

<b>League Age</b>	<b>Pitches Allowed Per Day</b>
13-16	95
11-12	85
9-10	75
<b>League Age 7-14</b>	
<b># of Pitches</b>	<b>Days Rest Required</b>
1-20	0
21-35	1
36-50	2
51-65	3
66+	4
<b>League Age 14-16</b>	
1-30	0
31-45	1
46-60	2
61-75	3
76+	4

**There is no on-deck circle at any level except at junior and senior.** In all other divisions, players may not handle a bat until it is their turn at the plate. Practice swings anywhere outside the diamond / behind the dugout are not permitted. Only the on-deck batter should be standing near the team's collection of bats and should not be holding or swinging bats. All other offensive players should be in the dugout or on the bench.

**No head-first sliding is allowed** except when returning to a base. (Rule 7.08)

Runners must slide or attempt to get around a fielder waiting to make a tag at all times when a collision is "imminent" - see Rule 7.08.

## Section Four (4) End of Game – Post-Game Rules

### 4.1 Game Length and Curfew

Tie scores are permitted and result in 1 point per team. If a game reaches regulation length and is then called due to curfew or weather, the tie score stands.

Games may end earlier due to darkness at the sole discretion of the umpire.

Any game that has been played for 1 hour and 45 minutes regardless of the number of innings played is considered a complete game (LL Rule 4.11 Option).

### 4.2 Mercy "Run Rule"

We use LL Rule 4.10(e) "Run Rule":

- A. MINOR/MAJOR: If after 4 innings (3 1/2 innings with the home team ahead) one team is leading by 10 or more runs, the game shall be declared over.
- B. The official score is the score at the time the Mercy Rule takes effect, even if the coaches choose to play out the game as exhibition or practice.

### 4.5 Reporting Game Scores and Pitch Counts

In minor and major, each team is to select an individual who will visit the website to enter the required play stats: SCORE, PITCH COUNTS, PLAYER PARTICIPATION.

Reports are to be completed within 24 hours after the game. An easy-to-use form is provided at the web site, which lists the team's players, and for each player has a box for pitch count and a check box to indicate whether the player played or not. The representatives of both teams must submit the results as each team can only enter the results for their half of the game.

## 4.5 Safety – Lightning and Thunder

For games where lightning and severe storms may be imminent, umpires and coaches must abide by the Little League Canada Policy O-4.0 on Weather.

- Here is a link to that policy: [http://d2llontario.ca/SMaLL/Documents/Current LL Canada -4.0 - Weather Policy - REVISED \(Nov 2016\).pdf](http://d2llontario.ca/SMaLL/Documents/Current LL Canada -4.0 - Weather Policy - REVISED (Nov 2016).pdf)
- Here is a Government of Canada Link: [http://pointstreaksites.com/files/uploaded\\_documents/1856/Lightning\\_Safety\\_-\\_Securite\\_Foudre\\_ENGLISH.pdf](http://pointstreaksites.com/files/uploaded_documents/1856/Lightning_Safety_-_Securite_Foudre_ENGLISH.pdf)

Simply put: if *either* thunder is heard **or** lightning is seen, the game needs to be suspended and a 30-minute delay process begins. If thunder or lightning occurs again before 30 minutes has passed, the delay process resets. See the above policy for additional directions.

## Section Five (5) Play-Off Rules

### 5.1 Playoff Setup

The play-off format is a single-elimination play-down.

In divisions with more than 7 teams, teams will be divided into an “A” side and a “B” side. Conveners are granted the flexibility to draw the line through the standings to create the “A” and “B” sides, though it is suggested that over .500 teams should be on the “A” side, and under .500 teams should be on the “B” side; teams that finish exactly .500 could be placed on either side.

In a division where a small number of teams may have significantly dominated the standings, conveners may opt to place those teams in their own pool for playoffs instead of setting up a situation where a strong team may trounce a very weak team.

In the case of an unbalanced schedule, where teams may not play all other teams or play teams in their own league more frequently than teams from other leagues, the Conveners may decide not to split into "A" side and "B" side. Instead, they may opt to run one large playoff.

A memento will be awarded to the Champions and Runners-up on each side.

### 5.2 Tiebreakers

If two or more teams are tied in the standings at the end of the season, the tie will be broken as follows:

- i. the winner of the regular season games between the teams
- ii. the team with the most wins
- iii. the team with the better record against the highest placed team in the division, then the second highest placed team, etc., until the tie is broken.

- iv. If breaking the tie will determine a spot in the "A" play-off as opposed to the "B" play-off, then criteria 1 and 2 only will be applied. If the teams are still tied, then a game will be played to determine which team gets the higher placing.

### **5.3 Playoff Games**

In the rookie division, scores nor standings are posted. Match-ups in the playoffs are randomized or may be done based on the relative strengths of the teams involved as determined by the convenor or league representatives.

#### **Pennant Play in Minor and Major**

At the end of the regular season, the team with the most points (2 for a win, 1 for a tie) is the Pennant winner. All other teams are ordered from most to least according to their points. Ties are broken as follows: 1 – win/loss record between tied teams; 2 – win/loss record against the team directly below the tied teams; 3 – runs for/against record between tied teams; 4 – each team's runs for minus runs against for the entire season.

#### **Playoffs**

All teams will be in the playoffs. In all rounds, the team with the higher place finish in the regular season will be the home team for any playoff game and must pick up the equipment and set up the field. Failure to do so may result in a forfeit.

Note for Convenors - if there are 8 or more teams, that league should be split into two tiers to accommodate playoffs (see Appendix C for formats).

Playoff games may be scheduled on days other than the usual spring schedule if necessary due to field availability or weather/field conditions.

The team with the higher place finish in the regular season will be the home team for any play-off game.

All play-off games are sudden victory. Extra innings must be played if the game ends in a tie. Tied games cut short by darkness, curfew or rain must be continued as soon as possible.

The curfew or time limit does NOT apply to playoff games, which must be played through to completion and a winner is determined. However, playoff games may still end 'early' if called by the umpire due to darkness, weather, a scheduled game following the playoff game, or because the lights are scheduled to go off. If a playoff game ends early as previously described but has reached the regulation game length for that division, there is no requirement to resume the game unless a winner cannot be declared due to a tie.

### **5.4 Playoff Player Eligibility**

To be eligible to participate in playoffs, players must be rostered on the team or may be a call-up as per the Call-up Rule.

## DIVISION SPECIFIC RULES

### COMMON RULES IN ROOKIE BASEBALL

#### Objectives

Players should be taught all positions, batting, running the bases, how a run is scored, what makes an out, and how to throw and catch. Players must rotate through all positions to maintain interest, develop positional skills, and reinforce their overall baseball awareness.

#### Set-Up

All sessions begin with a practice portion which will start by 6pm. The game portion will commence at 6:45pm. The game will conclude at approximately 7:30pm with no new inning starting without a reasonable chance for completion. (Rookie Provincial ending times are flexible and outlined in the division specific section)

1. A game is considered official when four (4) full innings have been played (3 1/2 if the home team is leading). A game may end sooner due to curfew or darkness.
2. Stealing is not permitted.
3. Bunting is not permitted, and the in-field fly rule is not in effect.
4. The dropped 3rd strike rule is NOT in effect - the batter is out on the third strike.
5. The official ball in Canadian is 45cc; National & Provincial TVB (soft baseball) – Rawling or equivalent
6. The distance between all bases shall be 60'.
7. The runner must run to the orange side of the safety base and the fielder must use the white side when there is a play at first base.

#### Fielding

1. Each team will field 10 players for their defensive half of the inning. The positions are as follows: Pitcher-Guard (PG), C, 1B, 2B, SS, 3B, LF, LCF, RCF and RF.
2. No outfielder may be positioned on the infield before the ball is hit. The Pitcher Guard must start within 4 feet of the pitching rubber, just behind and to either side of the coach pitcher and wear a batting helmet.
3. **No player can play the same defensive position twice in a game.** It is the Coach's responsibility to teach the players how to play different positions

#### Batting

1. A coach or parent pitcher will set up 35 feet from home plate. Each batter will have five (5) pitches to put the ball in play, regardless of swinging strikes (exception if the batter fouls off the last pitch). If a batter is unable to put the ball in play after the 5th pitch a Tee will be placed at home plate and the player will hit off the Tee until the ball is put in play.
2. Once a team has three (3) outs, they will take the field.

3. There is no minimum distance the ball must travel to be considered a hit. Unless the ball hits the base of the tee (in which case it is a dead ball), the player may have a do-over. Runners will not advance.

### **Overthrown Balls and Base Running**

1. When any defensive player has control of the ball in the infield area and in the judgment of the plate Umpire there is no attempt to make a play on any of the baserunners. TIME WILL BE CALLED, and the base runners will be held on the base they last occupied or the unoccupied base they were approaching when time was called. A player raising their hand with the ball therein, above their head will not automatically obtain a call of time by the Umpire.
2. Runners may advance ONLY one base on an overthrow.

### **Coaches**

1. The team batting will have a coach or player in the 3<sup>rd</sup> and 1<sup>st</sup> base coaching box.
2. One coach must always be on the bench / in the dugout with the players. If a team is short of a coach, then a player wearing a batting helmet may coach 1<sup>st</sup> or 3<sup>rd</sup> base.
3. The defensive team will be allowed to have up to 2 coaches in the outfield behind the outfielders. Such coaches are not to interfere with the players and are only allowed to **give instructions between plays**. (For example, if a ground ball is hit to SS and the play is to 1B the coach it is suggested that the coach refrain from shouting “throw it to first”. Let the play develop and coach the kids between plays.)

### **Canadian Division**

At the Canadian level, batters will be pitched to by a machine, set up at the pitcher’s mound. The machine must be set up and tested before the start of the game. For safety purposes, no player shall be within proximity to the machine during set up, nor will any players be between the mound and the backstop during set up.

In May, each batter will have five (5) pitches to put the ball in play, regardless of swinging strikes. If a batter is unable to put the ball in play after the 5th pitch that player is considered OUT (except if the player fouls off the last pitch).

In June, each batter will have five (5) pitches **OR** three (3) swinging strikes to put the ball in play (whichever comes first). If they are unable to put the ball in play, that player is considered OUT.

The league will endeavour to supply one umpire in this division who will keep track of the number of pitches and make out/safe calls on the bases. Our newest umpires are assigned to rookie. Coaches and parents will be mindful that all umpires especially our youngest, newest ones, deserve respect and that any mistreatment will not be tolerated. Coaches will assist umpires when needed, and all will work together toward mutual success and fun in baseball. Umpires do not have to wear protective equipment in rookie; however equipment is provided in the green bins. The proper positioning at this level is NOT behind the catcher, however in foul territory to one side of home plate at a safe distance from foul balls. If an umpire insists on standing behind the catcher, a face mask and chest protector must be worn.

## National and Provincial Divisions

In May, batters will hit off a Tee to put the ball in play. There are no limits to the number of swings a batter can take to put the ball in play, but it is recommended **IF** a player is struggling, that a coach is allowed to visit their players at the plate to assist with the swing.

On the first session in June, batters will switch to Coach Pitch. A coach or parent pitcher will set up approximately 35 feet from home plate. Each batter will have five (5) pitches to put the ball in play, regardless of swinging strikes. If a batter is unable to put the ball in play after the 5th pitch a Tee will be placed at home plate and the player will hit off the Tee until the ball is put in play (exception if the player fouls off the last pitch).

While no official LINE will be drawn for a dead ball, it is the umpire discretion if a hit ball is considered a swinging bunt. In this event the play is called dead, runners return to the last occupied base, and the batter returns to the plate.

## Specific to Provincial

Provincial players are primarily 6-year-old athletes, and sometimes a few 7-year-olds. The players are transitioning from the T-Ball program or can be new to baseball. Teaching baseball fundamentals in a way that meets the needs of these youngsters is important. Coaches will use a station-based approach to coach the fundamentals of throwing, catching, and hitting. Players can be divided into groups based on skill level so that coaches can cater to differing needs. Modifications are permitted to accommodate individual skill levels and respect the varying rates of skill progression. For example, some athletes may not be ready for live pitching come June and should be allowed to continue with the tee if necessary. Coaches may feel that for the first few weeks game play may be pre-mature and may choose to defer playing a game until the athletes are more ready.

While the time frame may show up on the website as a 2-hour block, that is usually too much time for this age group. Coaches should use discretion to meet the needs of the group. Often these sessions wrap up by 7:15pm.

## Minor / Major Common Rules

### **Game Length and Curfews**

A regulation game consists of 6 innings unless shortened because:

- The home team needs none of its half of the 6<sup>th</sup> inning or only a fraction of it
- or, because the umpire calls the game.
  
- A game is considered official when four full innings have been played (3 1/2 if home team is leading).
- There can be a courtesy runner (last out) for the player who will be catching next inning at any point in the inning. Someone **MUST** run for the catcher if there are two outs.

- Games that cannot be completed for any reason (e.g. due to darkness, rain, or curfews) will revert back to the score of the last completed inning provided that enough innings have been played to constitute an official game, UNLESS the home team is at bat and has tied or gone ahead during this partial inning, in which case the score at the time the game is called stands.

### **Mercy Rule**

- Until May 31<sup>st</sup>, a team's at-bat is declared over if they score 4 runs in their half of an inning.
- After May 31<sup>st</sup>, a team's at-bat is declared over if they score 5 runs in their half of an inning. This is true regardless of whether they are making up a game that was originally scheduled to play before July 31<sup>st</sup>.

### **Safety**

- Headfirst sliding is not allowed except when returning to a base - see Rule 7.08.
- Coaches are permitted to warm up a catcher on or off the field, and while a mask is recommended it is not required.

### **Batting & Running**

A batter runner may not attempt to advance to first on a dropped third strike.

### **Fielding**

The infield fly rule will not apply in Minor.

## **MINOR NATIONAL (in May)**

**The following rules are specific to our Minor National program** for May ONLY. In June, regular baseball rules apply.

### **1. Set-Up**

The game will start promptly at 6:00pm. No new innings will start after 2 hours past the scheduled start time. Teams will share the infield equally.

### **2. Batting & Fielding**

**In May, players will pitch** with the following rules:

- i. A batter may not be awarded a walk.
- ii. The Player Pitcher shall pitch until one of the following occurs:
  - iii. The batter is out
  - iv. The batter achieves a hit; or
  - v. Four (4) balls are achieved
- A Coach Pitcher enters the game when the batter achieves four balls. The Coach will pitch from approximately 38'. The Coach inherits the strike count. When a Coach is pitching, the batter can get a hit or be put out in any manner, including by strikeout, but cannot achieve a walk.
- When the Coach is pitching, the Player Pitcher shall stand near, but not forward of, the pitcher's rubber.

- On a batted ball, the Coach Pitcher must avoid contact with the ball, and/or interference with defensive players, and may not coach runners. Penalty: the batter will be declared out and all runners will return to the last base legally occupied at the start of the at-bat.

For the full spring season, **the minor national division will use a 21” wide home plate** designed to create a large strike zone for youth leagues where players are just learning to pitch. The design promotes an easier pitching target for youth players, encourages more swinging of the bat and therefore puts more balls in play. An expanded and consistent strike zone will be possible for umpires

### **3. Overthrown Balls and Base Running**

- A. Missed throws back to the Pitcher Guard or Player Pitcher from the catcher are NOT overthrows;
- B. Stealing is not permitted when a Coach is pitching;
- C. When a player is pitching, no base runner will leave their base until the ball crosses the front of the plate;
- D. A base runner that opts to steal when the catcher catches a pitch can attempt to advance to another base if the catcher’s throw to the base is missed/overthrown
- E. A ball is considered dead once it is under the control of any infield player and/or the umpire feels that play has stopped;

### **4. Pitching**

- A. Pitchers will be able to pitch from **42 feet**, instead of the traditional 46’.
  - i. the distance needs to be measured & identified before the game

### **5. Coaches**

- A. A coach of the defensive team may be stationed in the outfield. That coach **MUST** remain behind the outfielders and cannot interfere with a ball in play.
- B. At all times, at least one coach must be available to manage the players on the bench.

### **MINORS CANADIAN, MINORS NATIONAL (in June), MAJOR CANADIAN, MAJOR NATIONAL**

Minors National change to fully player pitch. All games start promptly at 6:00pm. No new inning may start after **2 hours** after the **scheduled start time**.

## House League Rules: Schedule A – Quick Reference Chart

<b>Spring House League Baseball Quick Reference Chart</b>					
Rule	Rookie	Minor	Major		
<b>Base Paths</b>	60'	60'			
<b>Pitching Distance</b>	35'	46' <i>Optional Minor 42'</i>	46'		
<b>Regulation Innings</b>	4	6			
<b>Regulation Innings in Double header</b>	3	4			
<b>Maximum Runs per inning</b>	4 run limit	4 run limit in May 5 run limit in June	4 run limit in May 5 run limit in June 5 run limit		
<b>Run Rule (Mercy)</b>		<b>10 run lead after 4 complete</b> innings (3½ if home team is leading)			
<b>Curfew</b>	Games will conclude according to division guidelines	<b>No new inning will start 2 hours after the scheduled start time.</b> If a following game is scheduled the field must be cleared no later than 10 mins prior to the next game.			

<b>Infield Fly Rule</b>	No	No	Yes	
<b>Bunting</b>	No	No	Yes	
<b>Dropped 3rd strike</b>	n/a	Batter is out		
<b>Leadoffs</b>	No	No		
<b>Stealing</b>	No	Yes, after the ball crosses the plate		
<b>Balks</b>	No	No		
<b>Metal Cleats</b>	No	No		

## House League Rules: Schedule B – Convenor Duties

Convenors are essential for each division (ROOKIE, MINOR, MAJOR, JUNIOR, SENIOR). There is support and training provided by the district.

Where tiering exists, a convenor may look after both the Canadians ("A") and Nationals ("B") tiers. It is preferable although not required that the convenor is not a coach, especially a head coach although it will almost always be someone who is associated with a team.

Convenor roles are not board positions so attendance at board meetings is not required, however convenors are invited to attend if they wish and are encouraged to do so in the months leading up to and during the spring season.

Convenors are responsible for:

- Participating on the spring sort out committee to assist in planning – wherever possible attend the session
- Communicating information to the teams.
- Making sure teams promptly enter their game scores, pitch count (n/a in rookie), and participation data on the appropriate website.
- Assisting coaches to reschedule rained out games.
- Monitoring Official Standings as required
- Scheduling and overseeing play-offs.
- Organizing the pick up of photos and trophies/mementos for distribution by each team.
- As required, oversee Call-Ups, and Call-Overs

Convenors are not tasked with the following, although league representatives may at their discretion ask them for help or input to:

- Compile spring sort out data
- Create teams
- Choose or align coaches

## House League Rules Schedule C – Playoff Format & Rules

### **Playoff Format**

- All playoff games are single elimination.
  
- **3 TEAM LEAGUE**
  - ROUND 1: Team 3 at Team 2
  - FINAL: Round 1 winners at Team 1 play for the championship.
  
- **4 TEAM LEAGUE**
  - ROUND 1: Team 4 at Team 1; Team 3 at Team 2
  - FINAL: Round 1 winners play for the championship.
  
- **5 TEAM LEAGUE**
  - ROUND 1: Team 5 at Team 4.
  - ROUND 2: Winner from Round 1 at Team 1; Team 3 at Team 2.
  - FINAL: Round 2 winners play for championship.
  
- **6 TEAM LEAGUE**
  - ROUND 1: Team 6 at Team 1; Team 5 at Team 2; Team 4 at Team 3.
  - ROUND 2: Of the three winning teams, the one with the highest place finish in regular season gets bye to final. The other two teams play.
  - FINAL: The winner plays team on bye for championship.
  
- **7 TEAM LEAGUE**
  - NOTE: if it seems more appropriate, based on the standings in the league, a 7 team league may be divided into A and B divisions.
  - ROUND 1: Team 1 has a bye; Team 7 at Team 2; Team 6 at Team 3; Team 5 at Team 4
  - ROUND 2: Team 1 plays the winning team with the lowest place finish in the regular season and the other two teams play.
  - FINAL: Winners from Round 2 play for championship.
  
- **8 TEAM LEAGUE (4-4 split)**
  - The teams ranked from 1 to 4 will play on the "A" side and teams ranked from 5 to 8 will play on the "B" side. Both playoffs will use the format for a 4 team league as stated above.
  
- **9 TEAM LEAGUE (5-4 split)**
  - The teams ranked from 1 to 5 will play on the "A" side using the format for a 5 team league as stated above.
  - The teams ranked from 6 to 9 will play on the "B" side using the format for a 4 team league as stated above.
  
- **10 TEAM LEAGUE (5-5 split)**
  - The teams ranked from 1 to 5 will play on the "A" side using the format for a 5 team league as stated above.

- The teams ranked from 6 to 10 will play on the "B" side using the format for a 5 team league as stated above