

## BMBA & IMBA Joint House League Rules



~Revised 2019~

## JR & SR Rookie Rules (U7 & U9)

General

### **Quick Facts**

**Number of Fielders:** 10

**Base Lengths:** Jr. Rookie – 55 feet Sr. Rookie – 65 feet

**Pitching Machine (PM) location:** 40 feet from Home Plate

**Pitching Machine Safety Circle:** 8 foot diameter centered around PM

**Pitching Machine Safety Circle Markers:** 4 ft. out from circle, perpendicular to release point of PM on each side of PM **Approved Ball:** Rawlings 65 CC **Game Length:** JR – Minimum 2 innings, No new innings after 1 hour 30 mins. Max 9 innings SR – Minimum 2 innings, No new innings after 1 hour 30 mins. Max 9 innings

**Ball Hit Past Infield:** Jr. Rookie – Base Runner(s) can advance bases until outfielder throws the ball toward the infield. Sr. Rookie – Base Runner(s) can advance bases until an infielder gains possession of the ball – by either hand or glove.

**Mercy Rule: Jr Rookie & Sr Rookie** - An inning shall be three outs or four (4) runs for the first four innings with remaining innings being open

A game will be considered complete if after 4 innings;

- a) Visitor team has a 15 run lead after a completed inning;
- b) Home team has a 15 run lead after a half inning;

1) Any person operating the pitching machine is required to wear a coach helmet for safety and use a baseball glove for safety and to speed up games. However, any ball interference by the coach outside of the circle shall be given one warning per team. Any subsequent interference will constitute an “out” on the batter runner.

2) Rookie games shall be a minimum of two innings in length with no new inning to start after 1.5 hours of play. Each player must play one inning. There is no restriction to the amount of innings played. With the maximum being 9 innings.

3) The Base distance will be 55 Feet for Junior Rookie and 65 Feet for Senior Rookie.

4) A team shall be comprised of a minimum of 7 players and a maximum of 18 players, all signed to that team roster in the division of which that team has entered. Each team must have at least 1 manager and/or 1 or more coaches signed to the team roster clearly marked manager or coach and who shall be responsible for that team.

5) Each team shall have a catcher, 1st, 2nd, and 3rd baseman, shortstop, one left and right fielders, with two centre fielders and a pitcher in the line-up. In the event that a team does not have 10 fielders, and with the exception of a catcher, the coach will have discretion as to what positions they choose to field.

6) Infielders may ask for time in the infield area and may be given time at the umpires discretion.

7) All outfielders must play 30 feet behind the base line.

8) All players must play 1 inning in the infield per game as a minimum. No player may be benched 2 innings in a row. Coaches must rotate the batting order each game and no player will regularly be placed last in the batting order. This includes playoffs.

9) The plate umpire shall stand off to the side facing the batter. The 2nd umpire will position as a normal base umpire.

10) Up to 3 games may be played in one day, this includes playoffs.

11) The infield fly rule does not apply.

12) The approved ball shall be a Rawlings 65 CC – No other ball shall be used by any Centre. If a Centre refuses to provide the approved ball that Centre will forfeit all games until they do provide the proper approved ball.

13) A coach/manager may only communicate positive instructions to his/her players on the field. A coach shall not touch a base runner while play is on (Base runner is to be called out).

14) Coaches are not allowed on the field to assist batters with hitting. Coaches are allowed, at their discretion, on the field during the defensive fielding portion of the inning, with the following exceptions:

- a) Jr Rookie - two field coaches are permitted in the outfield to assist fielders.
- b) Sr Rookie – one field coach is permitted in the outfield to assist fielders.

15) All players in uniform must be in a continuous batting order, with the bat person being the exception.

16) Call ups:

- a) **Jr Rookie:** For regular season you may call up to 3 players to complete a 9 player roster. Calls ups can be used from other teams, in the same division, within the joint house league.
- b) **Sr Rookie and Mosquito:** For regular season you may call up to 3 players to complete a 9 player roster from the division below only. Players called up to mosquito are not permitted to pitch or catch.
- c) **For all divisions:** Call ups must be house league players. For playoffs you have to field your own team, no call ups allowed.
- d) A player may be called up to play at a higher level (rep or select). There is no limit to the amount of games that the player can participate in. However, it is mandatory that the house league games take priority over rep and select games.

17) Coaches must wear jersey that is consistent and recognizable to the rest of the team, a team hat, proper footwear, and helmet for pitching machine coach.

18) In the event a batted ball does not leave the infield, runners may advance at their own risk to the next base. When a batted ball is hit past the infield, the base runners may advance at their own risk and,

- a) In **Junior Rookie**, once an outfielder throws the ball toward the infield, all runners MUST stop at the base they are at or the base they are advancing.
- b) In **Senior Rookie**, may advance around the bases at their own risk, however, all runners MUST stop at the base they are advancing once an infielder is in possession of the ball within 15 feet of the base path. This is at the discretion of the umpire.

19) The batter will not advance beyond 1st base on an overthrow of 1st base. Base runners will not advance on an overthrow to any base.

20) BOTH teams must report their score to both the Bradford and the Innisfil Convenor via email within 24 hours.

21) All rules will be at the umpire's discretion.

### ***Inning Limitations***

22) **Junior Rookie** – An inning shall be three outs or four (4) runs for the first four innings with the remaining innings being open.

23) **Senior Rookie** – An inning shall be three outs or four (4) runs for the first four innings with remaining innings being open.

### **Pitching Machine Placement**

24) The pitching machine is placed directly in front of home plate at a distance of 40 ft. An 8 ft diameter safety circle shall be marked off directly in front of home plate and its center shall be 40 ft from home plate. No player is permitted in the safety circle, which is considered a dead ball area. Enter means that any part of the body enters the safety circle. Home team is responsible to assure that the diamond is properly laid out.

### **Number of balls to be used**

25) **Jr Rookie** – Up to five balls may be used. The balls can be pitched sequentially until the pitcher runs out of balls. The catcher will then return the balls to the pitcher.

b) **Sr Rookie** – Up to two balls may be used. The balls can be pitched sequentially until the pitcher runs out of balls. The catcher will then return the balls to the pitcher.

c) The umpire may restrict the number of balls to be used **if** they create a player or umpire safety concern.

d) Conversely, the umpire may increase the number of balls to be used if they do not create a player or umpire safety concern, (5 balls max).

### ***Role of Pitcher & Safety Circle***

26) The pitcher must stand beside the pitching machine outside of the safety circle and behind the release point of the machine. Also,

a) The safety circle shall have lines drawn from each side of the release point, intersecting the circle perpendicular to the pitching machine, to 4 ft beyond the circle.

b) The pitcher must be no more than four (4) feet from the safety circle, behind the white line until the ball is released from the machine.

c) Only the pitcher may return a live ball to the operating coach with runners on base.

d) The Jr or Sr Rookie pitcher must wear a regulation-batting helmet with an attached chinstrap, including a cage or barrier to protect the mouth and face.

e) The pitcher must not in any way breach the line of the 8ft diameter circle around the machine, whether stepping on the circle or reaching in. If the line is breached play will be called dead and one base will be awarded. All other forced runners will move one base.

### **Pitching Machine Speed**

27) The pitching machines speed will be agreed upon by both coaches prior to the start of the game. Jr rookie 30-35 mph. Sr rookie 35-40 mph.

Any tampering with the machine speed by the coach feeding the machine shall result in that coach's immediate ejection. If the machine speed is erratic, the

umpire shall determine to correct it with the help of the two opposing coaches. (This may be done at any time.)

### **Pitching Machine Adjustments**

28) The pitching machine adjustment guidelines: a) Minor height adjustments to the pitching machine between pitches can be made at the pitching coach's discretion and will not count as a pitch, provided the ball is not delivered. b) Umpires may authorize a major height adjustment during an inning, however all balls delivered will count as a pitch. c) Test pitches may be authorized by the umpire between half innings only and must be made with no player at bat.

### **Strikes**

29) Each batter shall receive a maximum of 5 strikes as called by the umpire. If a batter does not hit a fair ball within 5 strikes he/she strikes out, unless a batter hits the ball foul on the 5th strike, then he/she continues to hit as per baseball "3rd strike" regulations. If a ball crosses the plate over a batters head or bounces into the dirt, the umpire will not count it as a strike unless the batter swings at the pitch.

30) Batters cannot walk or bunt. (Bunts are automatic outs.)

### **Base Runners**

31) Base runners cannot leave the bases until the ball is hit. If an infraction occurs, one warning will be issued and for any further infraction thereafter, the runner will be called out. (Each team to receive 1 warning.) NO STEALING IS ALLOWED.

32) In the event a batted ball does not leave the infield, runners may advance at their own risk to the next base.

33) When a batted ball is hit past the infield the base runners may advance at their own risk and;

- a) In **Junior Rookie**, once an outfielder throws the ball toward the infield, all runners MUST stop at the base they are at or the base they are advancing towards. (**advancing means both feet are past the current base**).

- b) **In Senior Rookie**, may advance around the bases at their own risk, however, all runners **MUST** stop at the base they are advancing towards once an infielder is in possession of the ball in their hand or glove, and within 15 feet of the base path. (**advancing means both feet are past the current base**) \*possession is an umpire's judgement call – no arguing.

34) The batter will not advance beyond 1st base on an overthrow of 1st base. Base runners will not advance on an overthrow to any base.

### **Ball Interference**

35) If a batted ball hits the pitching machine, or any adult on the playing field, then the ball is declared dead and the batter is awarded 1st base with the corresponding move of any base runners that 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 declared out and the runners will return to their base of origin. In case of the third out the side is retired.

36) The on deck batter, the batter and all base runners must wear a prescribed protective helmet with flaps covering both ears. Chinstraps are mandatory and will be worn as designated by the manufacturer. Helmets may not be changed except after the inning has been completed, or the player has returned back and is inside the dugout.

### ***Jr & Sr. Rookie Equipment***

37) All catchers are required to wear a mask with a throat protector, helmet, chest protector, shin guards, cup and athletic supporter during the game and during any warm-up, machine set-up, etc.

38) In addition to wooden bats, aluminum bats shall be allowed. These bats shall meet the dimensional requirements specified in Rule 1:10 of the Official Rules of Baseball. The maximum diameter of the bat barrel is 2 ¾". The bat shall be in good condition and free of major dents and defects. The umpire shall have the final decision on whether or not a bat can or cannot be used.



## Mosquito (U11) Playing Rules

### **Field Dimensions**

- a) Base Lengths: 65Feet
- b) Pitching Rubber: 44 Feet

### **Game Length**

- a) Complete: 6 Innings
- b) Official: 3 Innings
- c) Max: 9 Innings
- d) Time Limit: No new inning after 1h 45mins



**ARM CARE EVOLUTION**  
APPROVED RULE CHANGES - 2020 SEASON

#### **P2.10 – PITCHING RULES**

- a) In Minor Mosquito and Mosquito, the number of trips to the mound by the Manager/Coach shall not be limited except when, in the judgement of the umpire, the purpose of the trip is to delay the game.
- b) In Pee wee Girls, Minor Pee wee, and Pee wee, a third trip by the Manager/Coach to the same pitcher in the same inning shall result in the pitcher’s automatic removal from the pitching position.
- c) From Midget and below, including Women, a pitcher once removed from the pitching position, regardless of the number of trips to the mound by the Manager/Coach, may continue in the game at another position but shall not be permitted to return to pitch in that game.
- d) From Minor Bantam to Senior, a second trip by a Manager/Coach to the same pitcher in the same inning shall result in the pitcher’s automatic removal from the pitching position. The pitcher, once removed after the second trip in an inning may continue to play at another position but shall not be permitted to return to pitch in that game.

#### **P2.11 – ARM CARE RULES**

- a) Unless otherwise stated, all Arm Care Rules listed in P2.11 shall be in force throughout the baseball season and apply to all league play and tournament play as sanctioned by Baseball Ontario or any Affiliated Association.
- b) Unless otherwise stated, all Arm Care Rules listed in P2.11 shall be enforced at all Series 21U-Junior and below.
- c) Pitchers shall be limited to the number of pitches thrown in a single day as outlined below. Pitchers are required to rest in accordance with the chart below as determined by the total number of pitches thrown on any one calendar day.

11U - Mosquito	13U - Pee wee	15U - Bantam	18U - Midget	21U - Junior	Rest Required
1-25	1-30	1-35	1-40	1-45	None
26-40	31-45	36-50	41-55	46-60	1 day
41-55	46-60	51-65	56-70	61-75	2 days
56-65	61-75	66-80	71-85	76-90	3 days
66-75	76-85	81-95	86-105	91-115	4 days
75	85	95	105	115	Daily Maximum

- d) For the purposes calculating days of rest required, the day after game day is considered Day 1 of the rest period. (ie: If an 11U-Mosquito pitcher throws 27 pitches on Friday, he will be next eligible to pitch again on Sunday).
- e) If a game extends beyond midnight into the next calendar day, any pitches thrown thereafter shall be counted toward the pitch count of the day the game started. If however, the game is suspended for any reason after midnight, when it resumes, any pitches thrown by any pitcher shall be counted toward the new day.
- f) Intentional walks and balks shall count toward the pitcher’s pitch count total if a pitch has been thrown.
- g) Players are permitted to pitch in 2 separate games in the same day as long as they do not exceed the maximum number of pitches that requires **no rest** for their age category in the first game of the day. (ie: If a Mosquito pitcher throws fewer than 25 pitches in the first game, the player may pitch in a second game.) No player is permitted to pitch in more than 2 games per day regardless of the number of pitches thrown.

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#### 1. SECTION RP2.17 10U/11U PLAYING RULES

- Home base shall be marked by a five-sided slab of rubber. It shall be a 21-inch square with two of the corners removed so that the front edge is 21-inches wide and the back of the plate comes to a point at the intersection of the lines extending from home base to first base and to third
- A team's turn at bat in an inning will end after three outs have been recorded or four runs have been scored. The last inning will have an eight run maximum. On any play where the last allowed run in an inning is as a result of the ball leaving the playing field and the awarding of home base (ie: home run, overthrow, etc) results in more than the maximum runs allowed in an inning scoring, all awarded runs will score; this only applies to dead ball awards.

The Umpire will announce last inning, if a new inning starts 10 minutes before the NNI mark of 1hr and 45 minutes.

3. Illegal pitching penalty: Where a player throws more pitches than permitted, the head coach shall receive a warning. Upon a second offence the team shall forfeit the game. If this occurs a third time , the coach is suspended 1 game. If this occurs a fourth time the coach is removed from the team. The Home association must have discussion with the coach after the second offence .

5. All players are placed in the batting order, there are unlimited defensive substitutions. If a player arrives late, they are to be added to the end of the batting order. The traditional nine (9) baseball positions are fielded each inning. For regular season, up to 2 Players may be borrowed from their other centre house league teams from 1 age year below, if needed to field a team of 7-9 players for a game. Borrowing is not allowed if a team has 9 players or more. Borrowed players cannot pitch or catch. No players may be borrowed for playoff games.

6. Player Rotation. All players must play 1 inning in infield as a minimum. No players may be benched 2 innings in a row. Coaches must rotate the batting order each game and no player will regularly be placed last in the batting order. This rule applies to both regular season and the playoffs.

7. Pitching considerations. All players will be given the opportunity to pitch at least part of an inning during the season. A player cannot pitch and catch in the same game.

8. Stealing Restriction. Base runners cannot lead-off or leave the base (steal) until the ball crosses home plate. If an infraction occurs, one warning will be issued and for any further infractions thereafter, the runner is called out. Each team is allowed one warning.

9. Catcher Dropped Ball. A dropped or missed "3rd Strike" (regardless if the batter swings or not) results in the batter being out and cannot run to 1st base. All other bases are fair play.

10. There are no balks

11. Any attempted steal can only advance to the base they are stealing, regardless of an overthrow. A runner on third can only score on a batted ball or forced due to walk. No stealing home.

12. Runners may advance 1 base only on an overthrow. This includes home.

13. A coach, on a 2nd trip to the mound in an inning must remove the pitcher.

14. 2 Out Catcher rule. With two (2) out, a substitute runner may be provided for a catcher on base. The designated runner must be the last out.

15. The infield fly rule does apply.

16. BOTH teams must report their score AND their pitch count to their Convenor via email within 24 hours.

**General rules for all divisions:**

1. A team shall be comprised of a minimum of 7 players and a maximum of 18 players, all signed to that team roster in the division of which that team has

entered. A team must have at least 7 players , otherwise the team forfeits the game.

2. Each team must have at least 1 or more coaches signed to the team roster clearly marked manager or coach and who shall be responsible for that team.

3. No players are allowed to be registered on more than one roster at a time. This includes teams at different levels, or in different centres.

4. Team “try-outs” or team selection trials are not permitted for house league teams. An evaluation session may be done to balance the skill level amongst the house teams with each association. All efforts should be done to create teams of similar skill.

5. A roster of each team must be submitted to the Convenor of each level by May 10.

6. Game cancellation due to weather must be conveyed to BOTH head coaches and BOTH convenors following their associations procedures no later than 1hr prior to the start of the game. If game is not cancelled by that 1 hr mark it becomes umpires discretion at the field

7. All head coaches must be at least 18 years of age and must take the NCCP Online Initiation course. The in-class Initiation is strongly recommended.

8. All issues related to Equality(A(2)), Harassment(A(3-11)), Umpire Abuse(A12-13), Smoking & Intoxicants (E18-19), Contact Rules (E21-29), Umpire (N), Coaches Code of Conduct (V) shall be subject to the established rules used by SSMBA.

9. As per the OBA Lightning rule, When thunder roars, GO INDOORS! If you can hear thunder or see lightning, you can get hit by lightning. Take shelter immediately. If you cannot find a sturdy, fully enclosed building with wiring and plumbing, get into a metal-roofed vehicle. Stay inside for 30 minutes after the last rumble of thunder or last bolt of lightning.