Official BMBA House League Rules

7U, 9U, (11U if not a part of SSMBA)

A baseball with red stitching

Description automatically generated

Revised February 2024

**7U and 9U RULES**

General

**Quick Facts**

**Number of Fielders:** 10

**Base Length: 7u** – 55 feet

**Base Length:** 9u – 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 >. out from circle, perpendicular to

release point of PM on each side of PM

**Approved Ball**: Rawlings 65 CC Game

**Length: 7u** – Minimum 2 innings, No new innings a>er 1hour 30 mins. Max 9

innings

**Length**: 9u - Minimum 2 innings, No new innings a>er 1 hour 30 mins. Max 9

innings

**Ball Hit Past Infield: 7u** – Base Runner(s) can advance bases until outfielder

throws the ball toward the infield.

9u – Base Runner(s) can advance bases until an infielder gains possession of the ball – by either hand or glove.

**Mercy Rule:** 7u and 9u - An inning shall be three outs or four (4) runs for the first four innings with remaining innings being “open” 8 run max per inning.

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 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 base runner.

2) 7u and 9u 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 number of innings played. With the maximum being 9 innings.

3) The Base distance will be 55 Feet for 7u and 65 Feet for 9u.

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 umpire’s 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 bang 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

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) 7u - two field coaches are permitted in the outfield to assist fielders.

b) 9u – 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) 7u: For regular season you may call up to 3 players to complete a 9 player roster. Call ups can be used from other teams, in the same division, within the joint house league.

b) 9u and 11u: 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 11u 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 particpatein. However, it is mandatory that the house league games take priority over rep and select games.

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

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 7u, 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 9u, runners 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 the Bradford Convenor via email within 24 hours.

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

**Inning Limitations**

22) 7u – An inning shall be three outs or four (4) runs for the first four innings with the remaining innings being open. (8 runs max)

23) 9u – An inning shall be three outs or four (4) runs for the first four innings with remaining innings being open. (8 run max)

**Pitching Machine Placement**

24) The pitching machine is placed directly in front of home plate at a distance of 44’. An 8’diameter safety circle shall be marked off directly in front of home plate and its center shall be 44’ 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) 7u – 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) 9u – 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.

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

**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’ 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 7u and 9u 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 8’ 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. 7u-35 mph. 9u-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) Umpires may authorize a major height adjustment during an inning, however all balls delivered will count as a pitch.

b) 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 7u, once an outfielder throws the ball toward the infield, all runners MUST stop at the they are at or the base they are advancing towards. (advancing means both feet are past the current base).

b) In 9u, runners 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.

**7u and 9u 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 a bat can or cannot be used. T Ball bats can not be used.

**11U Playing Rules**

**Field Dimensions**

a) Base Lengths: 65 Feet

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

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

1. Illegal pitching penalty: Please refer to the consequences provided by OBA under the current Arm Care Rules

2. 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 traditonal nine (9) baseball positions are fielded each inning. For regular season, up to 2 Players may be borrowed from 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.

3. 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.

4. 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. Please follow governing body rules which can be found under the current Arm Care Policy.

5. 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.

6. 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.

7. There are no balks

8. 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.

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

10. A coach, on a 3rd trip to the mound in an inning must remove the pitcher.

11. 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.

12. The infield fly rule does apply.

13. 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. Batting Line ups are to be provided to each coach before the start of each game and are not to be altered during the game. :ate players are to be added to the bottom of the batting line up. Injured players can be skipped over in the order without penalty to the team.

4. 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.

5. 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 teams within the association. All efforts should be done to create teams of similar skill.

6. A roster of each team must be submitted to the Convenor of each level by May 10, or another published and communicated by the convenor

7. Umpires shall only be addressed by the Head Coach of either Team.

8. Coaches shall not communicate with other coaches to encourage manipulation of rules of umpires.

9. Only recognized coaches in uniform are allowed to be on the field of play. All parents and spectators shall not be allowed on the field of play and should be removed by the coaches. No parent or spectator shall engage with an umpire for any reason.

10. The following are the maximum and recommended number of coaches for each age group:

7u – 4 coaches per team

9u – 4 coaches per team

11u – 3 coaches per team

11. Game cancellation due to weather must be conveyed to BOTH head coaches following association 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

12. All head coaches must be at least 18 years of age and should take the NCCP Online Initiation course. The 9u PCCP Course hosted by OBA is recommended.

13. 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.