

# Playing Rules for Innisfil/Bradford House League

## Jr. & Sr. Rookie Rules

- 1)** Any person operating the pitching machine is required to 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. (SSMBA Q1)
  - 2)** Rookie games shall be a minimum of two innings in length with no new inning to start after 1.5 hours of play. (SSMBA Q2)
  - 3)** The Base distance will be 55 Feet for Junior Rookie and 65 Feet for Senior Rookie. (SSMBA Q3)
  - 4)** Up to 2 Players/game may be **borrowed** from their other centre house league teams of the same age or 1 age year below, if needed to field a team of 7-10 players for a game. Borrowing is not allowed if a team has 10 players or more. (new but similar to SSMBA)
  - 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. (SSMBA Q5)
  - 6)** All players must play 1 inning in infield per game 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. (new similar to IMBA policy)
  - 7)** All outfielders must play 30 feet behind the baseline. (SSMBA Q7)
  - 8)** The plate umpire shall stand off to the side facing the batter. The 2nd umpire will position as a normal base umpire. (SSMBA Q9)
  - 9)** No more than 3 games may be played in one day. (similar to SSMBA Q10)
  - 10)** There are no lead offs, stealing, advancing on wild pitches, passed balls or infield fly rule. Runners must remain on the base until the ball is hit. The umpire will give a warning, and if any subsequent infractions occur, the runner is out. (new similar to Barrie #13)
  - 11)** The approved ball shall be a 65cc baseball. If a Centre refuses to provide the approved ball that Centre will forfeit all games until they do provide the proper approved ball. (new similar to SSMBA Q12)
  - 12)** 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 coach fielders. **b) Sr Rookie** – one field coach is permitted in the outfield to coach fielders. (SSMBA Q14)
  - 13)** Coaches must wear jersey that is consistent and recognizable to the rest of the team, a team hat, proper footwear, and helmets for base coaches/pitching machine coach. (new)
  - 14)** All players must be in full uniform & must be in a continuous batting order (new)
  - 15)** No bunting is allowed, the batter must take a full swing. There are no base on balls or hit by pitches. (Barrie #12)
  - 16)** 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. A batter is out if they have received 5 “hittable” pitches. The umpire will call a “no pitch” on any pitch that is “unhittable”.
- In **Sr. Rookie**, 3 missed swings also constitutes an out. (similar to SSMBA Q23)
- 17)** For both Jr. & Sr. Rookie, an inning shall be three outs or four (4) runs for the first four innings with remaining innings being open. (SSMBA Q18)

**18)** 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. (SSMBA Q19)

**19)** 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 & face shield. 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. (SSMBA Q20)

**20)** The pitching machine speed is to be determined at the beginning of the game by the coaches, and only one ball shall be used. 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.) Machine speed is a maximum of 40 Mph(64 km/hr) and a minimum of 30 Mph(48km/hr). (SSMBA Q21)

**21)** The Louisville Slugger manual pitching machine may be used if needed. (new)

**22)** 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. (SSMBA Q22)

**23)** 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**. (SSMBA Q26-27)

**24)** 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. (Barrie #25)

**25)** If a batted ball **hits the pitching machine**, or any adult on the playing field, or rests in the safety circle, 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. (SSMBA Q29)

**26)** 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. (SSMBA Q30)

**27)** 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. (SSMBA Q31)

**28)** 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  $\frac{3}{4}$ ". (SSMBA Q32)

**29)** Both teams must report their score to their Convenor via email within 24 hours. (new)

## **Mosquito Rules**

- 1) Base Lengths are **65Feet**, Pitching Rubber are **44 Feet (SSMBA R)**
- 2) Game Length a) Complete: **6 Innings** b) Official: **3 or 2 1/2 Innings** c) Time Limit: no new innings after **1 hour & 45mins** (**similar to SSMBA R & YSBA Select**)
- 3) Pitching Maximum's. Maximum **70 pitches** per day or **3 innings** in a game. If over **45 pitches**, the pitcher cannot pitch in a subsequent game the same day or the next day. **2 “sleeps”** are required rest in order to pitch again. Both teams shall have pitch count recorders that shall compare totals each half inning. **Note:** It is the responsibility of the coach to remove a pitcher when that pitcher is no longer eligible, even if the pitch count recorder and/or the umpire fail to notify the coach. (**YSBA rules**)
- 4) 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**. (**new**)
- 5) Mercy Rule. **a)** Teams will change field after **five (5) runs** scored or three (3) outs for the first four (4) innings. The 5th and 6th innings will be considered “Open Innings”. **b)** A game will be considered complete if a team has a **15 run lead after 4 full innings**. (**SSMBA R**)
- 6) 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. Up to 2 Players may be **borrowed** from their other centre house league teams from same age group or 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. (**Similar to SSMBA**)
- 7) 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. (**new similar to IMBA policy**)
- 8) 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. (**new but similar to SSMBA Q13**)
- 9) 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. (**SSMBA R**)
- 10) 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. (**SSMBA R**)
- 11) The infield fly rule is in effect. (**SSMBA R**)
- 12) There are no balks (**Barrie #11**)
- 13) **No walks will be issued when a batter receives ball 4.** Instead, a batting tee will be brought to the plate and the batter will proceed to put the ball in play with a full swing (no bunting). Once the ball is hit (there are no restrictions on distance) normal rules for play of the ball will apply. If the count was **Ball 4 & 0 Strikes**, the batter has **3 swings** to get the ball in play, on **Ball 4 & 1 Strike** the batter gets **2 swings**, and **Ball 4 & Strike 2**, the batter gets **1 swing**. A foul ball or missed swing on **Ball 4 & Strike 2** will be considered a strikeout, the batter is out. **Note:** A batter will still be awarded 1st base if he/she is hit by the pitch. It is the responsibility of the **Home coaching staff** to supply a batting tee, store in between innings in their dugout, bring out the tee on Ball 4, and remove after play is over. If there is a play to home it is the **responsibility of the Umpire** to move the tee off to the side. (**Barrie #13**)
- 14) A coach, on a **2nd trip to the mound in an inning** must remove the pitcher. (**new**)
- 15) **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. (**Barrie #17**)

16) Both teams must report their score to their Convenor via email within 24 hours. (**new**)

### **General rules for all Divisions**

- 1) A team shall be comprised of a **minimum of 7 players and a maximum of 14 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. (**Similar to SSMBA D2a**)
- 2) 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. (**from SSMBA Q4**)
- 3) A member centre with an Ontario Baseball Association (OBA) affiliated Rep or Select Team may call up a player to play OBA events to a maximum of **three games** after which time the player must stay playing at the OBA level. No house league player may play baseball simultaneously with a rep, dedicated select team and/or any registered house league. (**SSMBA D2d,e**)
- 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. (**new but similar to SSMBA D2b**)
- 5) A roster of each team must be submitted to the Convenor of each level by May 10. (**new**)
- 6) A player may only be moved up to play at a higher age group by **1 year above** their age. (**similar to SSMBA D1iii**)
- 7) Game cancellations by either head coach must be made no less than **2 hours prior** to game start time due to weather or other roster related issues. It is the responsibility of the **Home head coach** to make a decision on whether to play a game due to inclement weather prior to start time. Once the game has begun it is the responsibility of the **Umpires** to make the decision to continue playing. (**new**)
- 8) 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. (**new but similar to SSMBA E15a**)
- 9) 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.
- 10) 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. (**from OBA website**)

Approved by,



Brent Fellman  
(IMBA President)

Daryl Pickard  
(BMBA President)

