

House League Operating Rules

1. PLAYER AGE GROUPING

All players must play in their own age grouping unless otherwise approved by the Board of Directors.

2. PLAYING RULES

In general we follow the rules of professional baseball and as modified by the most recent edition of the Ontario Baseball Association Playing Rules. Further exceptions are listed that apply to all age divisions and on the appropriate page where they apply to a specific Division.

3. DIAMOND DIMENSIONS

Division	Pitching Rubber	Between Bases
Rookie	44'	55' – 65'
Mosquito	44'	65'
Pee Wee	50'	75'
Bantam	60'-6"	90'
Midget /Junior	60'-6"	90'

4. GAME TIME

All regular season games start at 6:00 p.m. sharp unless scheduled otherwise or advised otherwise by the Division Convener. There will be no infield practice at **10 minutes before scheduled game time**). Playoff game time is 6:00 p.m. sharp. Umpires will be instructed to allow a 15 minute grace period to a team not having the required number of players to begin the game. Teams may play with a minimum of 7 players, with automatic outs for the 8th and 9th batter....unless both teams agree to waive this rule. **Players arriving late will be added to the bottom of the batting order irrespective of the inning when they arrive**

5. LENGTH OF GAMES

Division	Full Game	Min Innings for Official Game		Curfew Time Limit “No New Inning after”	Mercy Rule per inning	Mercy Rule
		Home Lead	Visitor Lead			
Rookie	5 innings	2 ½	3	1hr 45 min*	3 outs or 10 batters	none
Mosquito	6 innings	3 1/2	4	1hr 45 min *	5 runs in any inning except the 6th inning	10 runs after 4 innings
Mosquito Select	7 innings	4 1/2	5	2hrs*	None	10 runs after 5 innings 15 runs after 3 innings (all per Baseball Ontario 2.7(g))
Pewee HL	7 innings	4 1/2	5	2hrs*	5 runs in any inning except the 7th inning	10 runs after 5 innings 15 runs after 3 innings (all per Baseball Ontario 2.7(g))
Bantam HL	7 innings	4 1/2	5	2 hrs *	7 runs in any inning except innings 6 and 7	10 runs after 5 innings 15 runs after 3 innings (all per Baseball Ontario 2.7(g))
Midget 3	7 innings	4 1/2	5	2 hrs	None	10 runs after 5 innings 15 runs after 3 innings (all per Baseball Ontario 2.7(g))
Junior 2	7 innings	4 1/2	5	2hrs	None	10 runs after 5 innings 15 runs after 3 innings (all per Baseball Ontario 2.7(g))

(For Divisions denoted with an “*”)...TIME LIMIT - Any inning starting within 15 minutes of the Time Limit for that Division will be considered the final inning. (3rd out constitutes the start of a new inning). Last inning declared by the umpire.

For example only...in a Mosquito HL game the last inning will be the 6th inning or the inning that starts 15 minutes before curfew. eg.. game starts at 6:00 pm. curfew is 7:45 pm. the last inning will be the inning that begins after 7:30 or the 6th inning whichever comes first...some examples

- (in the game above) the 5th inning begins at 7:35 (**within 15 minutes of curfew**). the umpire will declare that inning the last inning. the “5 run mercy rule per inning” is waived in the 6th inning
- (in the game above) the 5th inning begins at 7:25 and continues until the last out is made in the bottom of that inning at 7:50 (**5 minutes after curfew**). the game ends
- (in the game above) the 5th inning begins at 7:35 (**within 15 minutes of curfew**). the umpire declares this the last inning. the “5 run mercy rule per inning” still applies the inning ends at 7:44. the game is over (even if there is 1 minute left to curfew)

(For Divisions denoted with an “*”)...Unless otherwise agreed to by coaches at ground rules, the game will end at the specified “curfew time limit” (eg 2 hrs from the first pitch) .You must complete an inning both top and bottom. If a game is scheduled back to back no new inning can state after 1:45

Umpire shall be the official timekeeper or the Umpire may appoint an official timekeeper.

6. EXTRA INNINGS

There will be NO extra innings during the regular season. Ties will stand with each team receiving one point. Extra innings will be allowed in a playoff or tournament game.

7. PARTICIPATION

All players participating in the House League will play a minimum of THREE innings per game. The three innings can NOT be all played in the OUTFIELD unless the player wants them to be. The only exception will be game ejection, injury or absence and in such cases it must be noted on the official Game Card. Failure to adhere to this rule could result in game forfeiture.

The batting order must ROTATE from game to game so that every player has an opportunity to bat in each position. Every player shall have the opportunity to learn as many positions as they wish and NOT be limited to only ONE position.

8. CONTACT RULE

No player shall maliciously run into another player. Contact is considered malicious if it involves:

- Intentional excessive force
- Intent to injure
- Deliberate attempt by a runner to dislodge the ball
- A runner making no legitimate effort to reach the base
- A runner who could have reasonably slid or otherwise avoided contact and still reached the base

Penalty: Player is ejected from the game and declared out. This rule is to be enforced using the following guidelines:

Malicious contact is to be penalized whether committed by an offensive or defensive player. When a defensive player is ejected under this rule, the runner will be called safe or out according to the result of the play.

The ball is dead and all other runners shall return to their last legally occupied base at the time of the contact.

A runner guilty of malicious contact is out even if the fielder loses possession of the ball.

A runner guilty of malicious contact after scoring a run shall not be declared out, but is still ejected from the game.

This rule applies at home plate and all other bases.

Incidental contact between players is allowed, as long it is not malicious as defined above. The rule does not prohibit contact, but requires players to slide or make a reasonable attempt to avoid contact.

When a defensive player blocks the base path while not in the act of fielding, obstruction shall be called according to the provisions of Rule 7.06(b). If this obstructed runner collides maliciously with the fielder, he would be ejected from the game. However, the obstructed runner could be called safe due to the obstruction according to the provisions of Rule 7.06(b).

9. CALL UPS

Any Junior/Juvenile, Midget, Bantam, Pee Wee or Mosquito team that will be short of players for a game, may for that game, call up a player or players from the division immediately below, provided the player or players is/are registered member of the team playing out of the same park or zone. See the specific age division page for call up listings. Players cannot be called up if their registered team is scheduled to play.

The participation rule will apply: i.e. regardless of the number of players at the game, regular and call ups will play a minimum of 3 innings. Called up players are to be noted on the Game Card.

If the teams listed call ups are unavailable then that Manager may approach the next closest team to their home diamond. Once a player has been used as call up to a certain team, then that player is to be used only by that team. Select players must be on select roster to be called up.

10. DESIGNATED HITTER, DESIGNATED RUNNER AND RE-ENTRY OF PLAYERS

There may sometimes be a need, due to health reasons, to compensate for a child who is unable to run, bat, etc. The Manager should discuss this with the Convener, who will review this with the Board and notify all Managers, so that the Board's decision is conveyed before games are played.

11. DESIGNATED RUNNER FOR CATCHER WITH 2 OUT

When the catcher is on base and there are two out, then the player who become the second out of the inning may take the catchers place on the base last occupied by the catcher. The catcher shall be defined as the player who last played the position, or the player who will play catcher in the next defensive inning. This rule is intended save time by allowing the catcher to put equipment on before taking his defensive position.

12. RAIN OUT PROCEDURE

The HOME TEAM Manager is responsible for checking his/her diamond playing condition when rain occurs. If the diamond is not suitable for play, he/she must notify the Umpire Assignor and visiting team Manager no later than TWO HOURS before game time. As well, after all players are notified, **The Home Team Manager is responsible for rebooking the game within 2 weeks and it must be played before August 1.** Home Team manager must confirm this with the Division Convener. **Note: where a game is to be rescheduled, the Local Association's Umpire Assignor and Groundskeepers should be notified by the Home Team coach. Also see Rule 23: Rescheduling of Games**

13. EJECTIONS

When a team has a player ejected then the ejected or injured player's spot in the batting order will be removed but not counted as an automatic out. If a team starts with 9 players and has a player injured or ejected, then they can finish with 8 but the 9th player's spot in the batting order will be an automatic out.

Players or coaches ejected from games are subject to an additional minimum 1 game suspension

If a player or coach is ejected, umpires must submit an Ejection Report and send it to convener

14. SUSPENDED GAMES

An Umpire has the right to suspend a game at his/her sole discretion. This could occur when a situation arises with which the Umpire is not comfortable continuing a game. This could be caused by a team and/or its supporters. In this case, the Umpire will declare the game suspended, to be resumed at a later date, as determined by the Board of Directors in conjunction with the Division Convener. Managers are urged to avoid these situations as they are not conducive to the method of operation of London District Baseball Association and may also lead to suspensions.

15. SUSPENSIONS

Ejection from a game for a Manager, Coach, or player will result in a one game suspension. The suspension is to be served during the next scheduled game. A second ejection will result in a three game suspension and after the third ejection, the offending party must appear before the Board of Directors to show cause why he/she should be allowed to remain in the program.

16. STANDINGS

Standings will be computed on the basis of 2 points for a win and 1 point for a tie. Ties in the standings at the end of the regular season will be broken only to determine the Pennant Winner (all Divisions except Rookie) or if they affect the play-off pairings. Such ties will broken by playing of a single game between the two teams until a winner is declared. If more than two teams are tied, a suitable formula for breaking the tie will be put into place by the Board of Directors, in consultation with the Division Convener.

17. PROTESTS

No protests of an Umpire's judgment will be accepted or considered. The Manager of a protesting team shall state to the Plate Umpire 'I Protest' and state reasons for same. This shall be noted on the Game Card by the Umpire and signed by the Manager. The protest must occur at the time of the dispute and before another pitch is thrown. The plate Umpire will then announce that the game is being continued under protest. Separate statements from the Manager of the team involved and the plate Umpire of the game in question must be submitted in writing to the Division Convener within 24 hours of the completion of the game in question. A \$50.00 deposit must accompany the Manager's report, returnable ONLY if the protest is upheld. All decisions made by the Board of Directors are FINAL. If a protested game is to be replayed, the Board of Directors will set the time, date and place of the game.

18. DOUBLE HEADERS

Double Headers will only be played under extenuating circumstances and only with the approval of the Board of Directors.

19. SCOREBOOKS

The home team will keep the official score in their Scorebook listing all players participating in the game. After the game, both Managers must sign the Scorebook. The Home Team's Manager must then call in or email the score to the Division Convener. Any Ejections of Players, Managers, Coaches or others, are to be reported to the Convener immediately after the game.

20. PLAYOFFS

The playoff structure for each division will be determined by the Board of Directors in consultation with the Division Conveners.

21. UNIFORMS

All players and coaches will be supplied with a full uniform (coaches wear uniform supplied) and the uniform (including league approved hats) shall be worn in all games played. Repeated failure to wear a league supplied uniform item may be cause for suspension. No open toe shoes allowed on the field.

22. EQUIPMENT

All players in all divisions with the exception of catchers will supply their own gloves. Players in all divisions shall wear athletic supporters with protective cups. Female players shall wear pelvic protectors.

Players must not voluntarily remove the helmet. Penalty first offense - warning; second offense - ejection.

Steel cleats can only be worn at the Midget and Jr2 House league levels.

If helmet has snaps then a strap must be worn

Game Balls - home team to supply a minimum of 2 new game balls for each regular season game and additional balls as required to complete the game.

23. RESCHEDULING OF GAMES

No team may cancel a game with less than 24 hours notice (48 hours for Friday/Saturday/Sunday games) for any reason, except weather.

*The Home Team is responsible for making arrangements of all rescheduled games. This is to be completed within two week of the original scheduled game **and it must be played before August 1** The home team will offer the visiting team 3 makeup dates with only one of these being on a Saturday or Sunday, with the exception of teams that have Sunday as their home night. The offered dates will be sent to the visiting coach's and the Series Convenor's e-mail. The visiting coach/team has 72 hours from being offered to accept one of the offered dates. Failure to accept one of the dates will result in forfeiture of the game to the Home Team. The Visiting Team will accept by e-mail copying the Series Convenor. If there is a conflict with all 3 dates, then the Series Convenor will make the decision to have the Home Team provide 2 more dates. (Playing multiple games in one week, Monday's following tournaments, etc. are not reasons to refuse dates)" Fines can be levied for violations.*

Note: Where a game is to be cancelled or rescheduled, the Local Association Umpire Assignor and Groundskeepers should be notified by the Home Team coach.

24. COMPLAINTS

Managers and Parents are encouraged to discuss any concerns and only if necessary contact the division Convener, who will then consult the Board before any action is taken. The following is a list of steps which need to be taken in making a complaint:

1. Wait 24 hours (cooling off period).
2. Parents with a complaint are to first contact the Manager, and then if necessary the Convener. The Manager with a complaint is to first contact the Convener.
3. Once contacted by a Parent or Manager, the Convener will attempt to contact the other party to the complaint. Convener will then explain both sides of the complaint to the Board. The Convener will advise both parties of the Board's response.

25. Pitching

For purposes of this rule....a pitch is a pitch thrown to a batter that results in a ball or strike...subject to the balk rule i) below. It does not include warm-up pitches.

Unless otherwise agreed, the Home team will be the official scorekeeper and pitch count recorder

Baseball Ontario Section P2.1 PITCHING RULES (adapted for House league play)

- a) Any player advancing to play in a higher series shall be restricted to the pitching rule of the series in which he/she is registered.
- b) In Mosquito games, the number of trips to the mound by manager/coach shall not be limited except when the umpire rules that the purpose of the trip is to delay the game.
- c) In Peewee games, a 3rd 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.
- d) In Mosquito and Peewee games, a pitcher once removed from pitching, 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.
- e) From Bantam to Jr2 House league a 2nd 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 2nd trip in an inning, may continue in the game at another position but shall not be permitted to return to pitch in that game. A pitcher that wears a compression sleeve, must be of a solid colour and may not be white or grey.

Pitch Count Limitations

f) A pitcher may not pitch more than the following limits in a calendar day. If the limit is reached while facing a batter, the pitcher may pitch to the earlier of: (i) the completion of that batter or (ii) the end of the inning

Mosquito	70 pitches
Peewee	80 pitches
Bantam,	90 pitches
Midget and Jr2 House league	100 pitches

g) If a pitcher throws more than the following limits in a calendar day he/she cannot pitch the next day – the player must have 2 nights rest.

Mosquito	45 pitches
Peewee,	55 pitches
Bantam,	65 pitches
Midget and Jr2 House league	75 pitches

h) Where a team has multiple games on the same day, if a pitcher throws more than the following limits during a game or in combination of one or more games, the pitcher may not pitch again in a subsequent game that day:

Mosquito	45 pitches
Peewee	55 pitches
Bantam	65 pitches
Midget and Jr2 Houseleague	75 pitches

- i) If a balk is called but the pitcher throws the ball it will count as a pitch thrown, even if it is not counted as a pitch for ball/strike purposes.
- j) The official scorekeeper shall be designated the official pitch count recorder.
- k) The official pitch count recorder must provide the current pitch count for any pitcher when requested by either manager or the umpire.

l) The official pitch count recorder shall inform the home plate umpire when a pitcher has delivered his/her limit of pitches for the game. The home plate umpire will then notify the pitcher's manager that the pitcher must be removed.

Note: It is the responsibility of the manager 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 manager.

m) If a team has no remaining players eligible to pitch in a game, the opposing coach may designate a player who has yet to pitch in the game. This pitcher may not throw more than 30 pitches. If the limit is reached while facing a batter, the pitcher may pitch to the earlier of (i) the completion of that batter, or (ii) the end of the inning.

n) Illegal pitching penalty: where a player throws more pitches than is permitted under f); or pitches without the rest required by P2.10 g); or pitches on 3 consecutive days in violation of n); or pitches and catches in the same game in violation of o), **the penalty shall be the immediate ejection of the Head Coach and removal of the pitcher from the pitching positions.**

o)

i. At Mosquito, Peewee and Bantam pitchers may not pitch on 3 consecutive calendar days

ii. At Midget pitchers may not pitch on 3 consecutive calendar days unless:

1. the pitcher threw 30 pitches or less on each of the first two days.

2. the maximum number of pitches which may be thrown on the third day is 50.

iii. At Jr 2 Houseleague there is no restriction on pitchers pitching on 3 consecutive calendar days.

p) At Mosquito, and Peewee a player may not be a pitcher and a catcher in the same game.

q) Pitches shall count on the calendar day on which the pitch is thrown. An exception shall be made where a game commences on one day and is played continuously past midnight. In that case, the pitches shall count as being thrown on the day on which the game commenced. In the case where a game is suspended, for whatever reason, on one day and resumed on a second day, pitches shall count on the calendar day on which the pitch is thrown (i.e. both parts of the game shall be considered on separate days). Where weather or other reasons cause the delay or postponement of a game or games, the time of the delay can count towards the nights rest required under g) and can constitute a break in the 3 consecutive day rule under n).

r) The pitching limits apply to every pitcher. For an ambidextrous pitcher, the limits and restrictions of P2.10 apply to the pitcher and not to each individual arm. For clarity, the pitches thrown with the right arm and left arm on a calendar day are added together to determine whether a pitch limit has been reached.

s) 8.06 c) of the Official Rules of Baseball does not apply where a coach/manager goes to the mound to remove a pitcher in order not to exceed the pitch limits of P2.10 g)" Note: For this to apply, the second trip must be after the last pitch which could be thrown without exceeding the particular pitch count limit of P2.10g). For example, after the 55th pitch but before the 56th pitch at Peewee or Minor Peewee.