

ROYAL YORK BASEBALL LEAGUE - 2011

Boys Pee Wee House League Rules

Revised April 12, 2011

Though the general rules as set out by the OBA apply to house league baseball, there are some exceptions designed and adapted for the Royal York Baseball League which need to be noted by all the coaches and umpires.

General Principles

Our goal at Royal York is to provide children with an opportunity to enjoy the game of baseball and at the same time to develop their social and interpersonal skills.

For us as parents who volunteer to coach, it should be our goal to be fair to all children and to promote respect for all players, other coaches, umpires and other parents. We should forever be good role models by promoting sportsmanship and fair play at all times.

1 NUMBER OF PLAYERS, BATTING ORDER and FIELD POSITIONS

1.01 A team must have at least 7 players to start a game. The game may be continued by a team having fewer than 7 players but no less than 6 players, due to illness or injury sustained by a player(s) during the course of the game.

1.02 If a team has less than 7 players at the regular time for starting the game, there shall be a 15 minute delay. If the team is still short of the required 7 players after the expiry of the 15 minutes, that team shall forfeit the game. Thereafter, the coach of the other team can elect to place any extra players he or she may have on the other team and play an exhibition game.

1.03 All team players shall be listed on the score card for purposes of establishing a batting order.

1.04. All players on the batting list must bat in sequential order. No pinch hitting is permitted.

1.05 The line-up cannot be altered during the course of the game, with the exception of late arriving players.

1.06 Any player who arrives late for the game but before completion of the second inning can be added to the line-up by placing his or her name to the end of that team's list. No player shall be added to the list after two innings have been completed.

1.07 A batter who puts the ball into play while batting out of order is automatically out and all runners must return to the base that they occupied before the batter went to the plate, provided the opposing coach protests the matter to the umpire before the first pitch is thrown to the next batter.

If it is discovered, while the batter is still at the plate, that the batter is batting out of order, the correct batter will be allowed to hit, but he must take the count as accumulated by the incorrect batter.

1.08 Players in the field may not be substituted for with players from the bench during the course of an inning, except in the case of injury or illness to a fielding player. The injured player once removed from the field cannot be returned to the fielding position for the balance of that inning. The replacement player shall occupy only the position vacated by the injured player.

1.09 Players are assigned their fielding positions for the entire inning and cannot be moved from one fielding position to the other during the course of an inning. This does not prohibit the shifting of players in the field for purposes of defensive strategy.

2 PITCHING

2.01 Any player on the team is entitled to pitch and during the course of the season all players should have pitched in a game.

2.02 No player, including rep players, can pitch more than 2 innings in a game.

2.03 Collectively the rep players on a team cannot pitch more than 3 innings in the entire game.

2.04 If a pitcher delivers at least one pitch in an inning, he will be deemed to have pitched that inning.

2.05 No player shall pitch more than 5 innings in one week.

2.06 A pitcher who is removed from the mound in one inning cannot return to pitch again in the same inning.

3 HITTING

3.01 Players on the team shall bat in the order as recorded on the score card.

3.02 For each successive inning the batting order starts with the player whose name follows the last batter from the preceding inning.

3.03 If the ball hits the batters hands when the batter is swinging at a pitch and goes into fair territory it is a fair ball and the batter must run towards first base.

3.04 If the ball is hit and it strikes the umpire who is in fair territory, it is a fair ball and must be played by the fielding team.

3.05 If the ball is hit and it strikes the umpire who is in fair territory, but the ball continues and goes into foul territory and out of play, the umpire shall award the batter first base and each base runner shall advance one base.

3.06 If the ball is hit and it strikes a base runner who is on the base when struck by the ball and the ball remains in fair territory, the ball is in play and must be fielded by the opposing team. All runners can advance until the play is brought to a stop by the fielding team.

3.07 If the ball is hit and strikes a base runner who is on base when struck by the ball, and the ball goes into foul territory and out of play, the ball is dead and the batter gets first base while the other base runners advance one base.

3.08 If the ball is hit and strikes a base runner who is not on base, the base runner is out and the batter gets first base. However, the base runner is not out, if the hit ball passes by or touches a fielding player before striking the base runner. In this case the ball remains in play and all the runners advance on the bases until the fielding team brings the play to a stop.

3.09 If the ball is hit and the base runner runs into the fielding player who in the opinion of the umpire had a chance to make a play on the ball, the base runner is out and the ball is dead. The batter gets first base and the other base runners either go back to the same base or move up one base to allow the batter to take first base. No base runner is allowed to score.

3.10 If the ball is hit and the base runner stops in front of the fielding player and in the opinion of the umpire is intentionally screening the fielder, the umpire shall call the base runner out and the play dead. The batter gets first base and the other base runners go back to the same base or advance one base to allow the batter to take first base. No base runner is allowed to score.

3.11 There will be a five run mercy rule for each inning per team, other than in the last inning or any earlier inning as declared by the umpire as being the last inning.

3.12 Batter hit by pitch - If the umpire deems that a pitcher threw at a batter intentionally, the pitcher shall be immediately ejected from the game.

If the Pitcher hits a batter once accidentally - not addressed by the umpire.

If, during an inning, the Pitcher hits batter(s) twice accidentally - Pitcher and Coach receive a warning

If, during the game a Pitcher hits batter(s) three times – pitcher is immediately replaced with another pitcher and will not be able to pitch again in that game

4 BASE RUNNING

4.01 The bases must be touched in their correct order, namely, first to second to third to home. Any base runner who runs the bases in reverse order is out.

4.02 A base runner can overrun first base and home plate. A base runner who overruns second or third base can be tagged out.

4.03 If a base runner misses a base and proceeds to run to the next base, the base runner must return to the base while the ball is still in play otherwise the base runner is out, provided the opposing coach protests the matter to the umpire before the next pitch is thrown to the batter.

4.04 If the base runner misses one base but touches the next base, the base runner can only return to the missed base while the ball is in play by touching any bases in between in the reverse order, otherwise the base runner is out, provided the opposing coach protests the matter to the umpire before the next pitch is thrown to the batter.

4.05 If a base runner passes another base runner while running the bases, he is automatically out for illegally passing in front of the other base runner.

4.06 No base runner can return to touch a missed base if the following base runner has scored. The base runner who missed the base is out and his run does not count.

4.07 All base runners are permitted to leadoff. The runner can only leadoff 6 feet and the coaches will draw the line at each of the bases before the start of the game. Runners can only steal once the ball has left the pitchers hand.

4.08 A base runner can steal home on any passed ball, but not on the throw by the catcher back to the pitcher when the catcher is in the vicinity of home plate.

4.09 A base runner must tag up on a caught fly ball before advancing to the next base. In other words, the base runner must retouch the base after a fly ball is caught if he left the base initially when the ball was hit.

4.10 All base runners can continue to run if the ball, after being hit into fair territory, is overthrown by the fielding team around or within fair territory.

4.11 A base runner is out if he runs more than 3 feet (one metre) off the baseline in order to avoid a tag. However, the base runner is not out if the base runner runs 3 feet (one metre) off the baseline only in order to avoid interfering with a fielder's attempt at catching a ball.

5 FIELDING

5.01 No fielder shall obstruct a base runner. If obstruction is called by the umpire, the umpire shall estimate how far the base runner would have been able to run but for the obstruction and place the runner at that base. All other base runners advance accordingly.

5.02 A live ball thrown from the infield or outfield into the team bench or dugout shall be deemed to be thrown out of play. All base runners get the base to which they were running plus one more. (In short, they get two bases on the wild throw).

5.03 **No player can play at the same infield position more than twice in the game.** The only exception is when it is necessary to substitute for an injured catcher, in which case the coach can put in a player to catch the rest of the inning although he has already completed two innings at catcher during the course of the game.

6 THE GAME

6.01 All games will be 6 innings in duration, unless called due to darkness or foul weather in which case the game will be considered completed if a minimum of four innings have been played (i.e. if the home team is winning after 3 ½ innings and the game is called, it is a complete game). If the game is called in the middle of an inning, the score will be recorded as of the last completed inning. All games that are definitely postponed before four innings have been completed may be rescheduled and played as a new game.

6.02 The time slot reserved for each game is 2 hours. No new inning shall commence after 1:45 hours from the start of the game. The final or “open” inning must be declared if the elapsed time is greater than 1 hour 30 minutes. If an inning begins before 1:30 and continues through the 1:45 hour mark, then a new inning can commence and that must be the “open” inning. Time will be calculated and will start to run only after the first pitch has been thrown. No extra innings can be played to break a tie, the game shall be recorded as tied.

6.03 If the home team is winning going into the bottom half of the last inning it will waive its right to bat.

6.04 If foul weather or field conditions appear to threaten the scheduled game with cancellation well prior to the game starting time, it is the responsibility of the Home team coach to decide if the game should be postponed. The decision, whenever possible, should be made at least one hour before game time and in consultation with the visiting team coach. Once the decision has been made to postpone the game, the home team coach is required to contact the visiting team coach and the umpires.

6.05 It is the responsibility of the home team coach to contact the Convener to reschedule any postponed game(s). The Convener will provide a new date and location. It will thereafter be the responsibility of the home team coach to advise the visiting team’s coach. The Convener shall arrange for umpires.

6.06 If only one umpire presides at the start of the game, a responsible parent from one of the teams can act as the second umpire. If no umpire attends to conduct the game, the

coaches have the option of using two parents as umpires for the game or postponing the game and arranging for rescheduling of the game.

6.07 If only one umpire presides over the game, he or she only receives the regular one umpire fee. Parents are allowed to umpire but are not to be remunerated.

6.08 Official scorer for the game shall be agreed upon by the coaches, and in the event they cannot agree, it shall be the choice of the home team coach that prevails. The line up on the official score sheet must be completed by both coaches.

6.09. If the catcher gets on base with two outs or is on base when two outs have already been recorded, he can be substituted for by a pinch runner who must be the player who got out immediately before the catcher came up to hit in that inning.

6.10 All players must wear long pants or baseball pants during all games and practices. No shorts are allowed. Plastic cleats or rubber cleats are permissible. All players should wear a protective cup .

6.11 All players who bat or who are runners on the bases must wear a helmet with a retaining chin strap. If a player intentionally discards his helmet while running the bases, the umpire may call him out. A warning should be given by the umpire to the player and team the first time any violation of this rule occurs. Thereafter the rule should be enforced. When an out is called on violation of the helmet rule, all other runners are allowed to stay on the base to which they have advanced, as if the penalized runner had not even been on the bases.

6.12 Whenever possible umpires are to set up the bases prior to the start of the game. And umpires should remove the bases and store them after each game.

6.13 The home team coach is to ensure that all equipment is properly put away at the end of the game and that all boxes and control panels are properly locked before leaving the ball park.

6.14 The winning coach is to report the results to the Convener.

6.15 Field Dimensions: Bases – 75 feet (from the back of home plate), Pitching Rubber – 50 feet