

ROYAL YORK BASEBALL LEAGUE - 2007

SECTION GUIDELINES

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ROYAL YORK BASEBALL LEAGUE - 2007

Girls Rookie House League Rules

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

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. (Optionally, the coach of the other team can elect to place any extra players he or she may have on the other team and play the game as a regular season 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 list must bat in sequential order. No pinch hitting is permitted.

1.05 The line-up can not 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 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 *When the final batter for the team comes to bat in the inning, the coach of the hitting team shall announce to the umpire and the coach of the opposing team that the last batter is now hitting.*

1.08 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 or she must assume the number of pitches already thrown to the incorrect batter as part of his or her 5 pitch count.

1.09 *The fielding team shall have a maximum of 11 players on the field. Their positions shall be designated as follows: pitcher, catcher, first base, second base, shortstop, third base, right field, right-centre field, centre field, left-centre field and left field. If a team has 9 or more players, they must play a catcher. **A coach with fewer than 9 players has an option of not playing a catcher until the last batter.***

1.10 *The pitcher shall be placed to either side of the pitching machine, but can not be placed in front of the machine.*

1.11 *The **buffer zone** is that area designated by the umpire prior to the commencement of the game which shall be approximately a semi circle having a radius of 7 to 8 metres (approx. 25 feet) within the foul lines and with the home plate being the centre from where the measurement shall be taken. No player in the field can be placed in the **buffer zone** while a player is batting.*

*The **buffer zone** shall be set down by the home team coach and confirmed by the umpire prior to the commencement of the game.*

1.12 Players in the field may not be substituted 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 can not 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.

1.13 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. *The ball shall be pitched by a pitching machine which is set at the beginning of each half inning by the offensive team. A coach from the team batting will put the ball into the pitching machine as soon as the umpire confirms “play ball”.*

2.02. *Each hitter shall receive five pitches to hit. If the hitter fails to put the ball into fair play after the 5th pitch, the batter is out. **A foul ball on fifth pitch entitles the batter to one more pitch. A foul ball on the sixth pitch, however, the batter is out.***

2.03. *If the pitched ball is thrown over the head of the hitter or hits the ground before the plate, such that in the opinion of the umpire, the hitter would not have been capable of hitting it, the umpire can call for a repeat pitch. If one player receives three ‘no pitches’ the coach has the option of adjusting the pitching machine.*

2.04. *If the pitched ball hits the hitter, the hitter is entitled to a repeat pitch. If the hitter cannot continue with her “at bat” after being hit by the pitched ball, she shall be considered as having been put out and the next hitter in the line up shall hit.*

***Note:** The hitting team does not get to substitute another hitter for the hitter who was removed from the plate due to being hit. The plate appearance of the hitter who was unable to continue with her “at bat” counts as one of that team’s at bats for the 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 second 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 lands within the buffer zone any infielder or the catcher can play the ball. However, no bunting is allowed. Any attempt at bunting shall count as a foul ball. If the hitter attempts to bunt on the last pitch, the batter is out.*

3.05 *If the ball is hit and strikes the pitching machine, it is an automatic single and each base runner advances one base, with the exception of the last batter in which case the ball is dead and the hitter takes the pitch over again (this pitch does not count as part of the 5 pitch count).*

3.06 *If the ball is hit and it strikes the pitching coach it is a dead ball and the batter gets to take the pitch over again.*

3.07 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.

3.08 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 hitter first base and each base runner shall advance one base, with the exception of the last batter, in which case the ball is dead, base runners return to the bases previously occupied, and the hitter gets to take the pitch over again.

3.09 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.

3.10 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 hitter gets first base while the other base runners advance one base.

3.11 If the ball is hit and strikes a base runner who is not on base, the base runner is out and the hitter gets first base. The base runner, however, 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 runners advance on the bases until the fielding team brings the play to a stop.

3.12 If the ball is hit in the air and it appears that it will land very closely to or on the pitching machine, the umpire shall call "dead ball, no play" out loud. The batter shall get first base and all other runners shall advance one base, unless it is the last batter in which case the base runners are to return to their base and the hitter will take the pitch over again.

3.13 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 hitter gets first base and the other base runners either go back to the same base or move up one base to allow the hitter to take first base. No base runner is allowed to score.

3.14 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 hitter gets first base and the other base runners go back to the same base or advance one base to allow the hitter to take first base. No base runner is allowed to score.

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 out of 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 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 to the batter.

4.04 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 her run does not count.

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

4.06 No base runner shall leave the base before the ball is hit. There are no leadoffs. A base runner who leaves the base before the ball is hit is out and the ball becomes dead. All base runners return to their base and the hitter gets to take the pitch over again.

4.07 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 she left the base initially when the ball was hit.

4.08 On the last at bat of the inning, a base runner may continue to run all the way home before the catcher steps on the plate while in possession of the ball. This means that if the last hitter hits a fly ball that is caught by a fielder in the air, the batter is out and the base runner must properly tag up before running home, otherwise her run will not count. This rule applies even if the ball thrown from the field gets by the catcher and goes out of play. Only those base runners who properly tag up before the ball became dead can legally score a run.

4.9 All base runners can continue to run if the ball, after being hit into fair territory, is overthrown by the fielding team and is in play.

4.10 Base runners only stop running when an infielder holds up the ball in the infield and calls "Stop" or any other word that the coaches have agreed to use as the expression to signal a stoppage of play. The base runner must return to the base which she just passed unless the base runner is more than half way to the next base when the stoppage of play occurs, in which case the base runner gets the next base.

4.11 A base runner is out if she runs more than 3 feet (one metre) off the baseline in order to avoid a tag. 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.

4.12 On a "force out", the base runner is out if the fielder while in possession of the ball touches the bag before that base runner arrives at the base to which the base runner is forced to run. There is no need to touch the base runner on a "force out" and even if the fielder drops the ball after touching the base, an out is still recorded.

4.13 On the last out in the inning, all base runners are allowed to score if the ball as thrown to the catcher goes out of play. The base runners must however touch all the bases in the proper sequence and no base runner can physically pass another preceding base runner while running the bases. Any base runner who does not run the bases properly and in the required order is out and her run does not count.

5 FIELDING

5.01 *All fielding players must remain outside the **buffer zone** until the ball is hit, after which time any infielder can play the ball.*

5.02 No fielder shall interfere with a base runner. If interference is called by the umpire, the umpire shall estimate how far the base runners would have been able to run but for the interference and place the runners at that base.

5.03 If intentional fielder interference is called by the umpire after the last hitter puts the ball into play, all base runners automatically score.

*5.04 In order to record the last out in the inning, the ball must be **thrown** to the catcher who must then step on home plate while holding the ball. The player throwing the baseball to the catcher must be at least 6 feet or 2 meters away on the throw.*

5.05 A ball thrown out of the playing area shall be deemed to be thrown out of play. On this overthrow, the runner does not get an extra base. This rule is in place to encourage fielders to attempt to throw the ball to get a runner out at first or third base, without penalty.

*5.06 If the ball is thrown out of play by a fielder **on the last hit**, all base runners are allowed to score. Also refer to 4.08.*

5.07 No player can play at the same infield position more than once 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 or she has already completed an inning at catcher during the course of the game.

5.08 *During the course of the game, best efforts should be used to rotate all players through all the positions and especially ensure equal time for all players in the infield.*

6 THE GAME

6.01. *All games will be maximum 5 innings in duration, unless called due to darkness or foul weather in which case the game will be considered completed if a minimum of three innings have been played (i.e., if the home team is winning after 2 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 postponed before three innings have been completed may be rescheduled and played as a new game, at the discretion of the Convener.*

6.02. *The time duration of a game is approximately 2 hours. No new inning shall commence after 1 hour and 45 minutes from the start of the game. 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 to contact the umpires.

6.05. It is the responsibility of the home team coach to contact the Convener for rescheduling of 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 home team coach shall arrange for umpires from the list of approved umpires for Royal York Baseball League.

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 not to be remunerated for umpiring.

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. All players must wear long pants or baseball pants during all games and practices. No shorts are allowed. Metal spikes are not allowed. Plastic cleats or rubber cleats are permissible. All players should wear a protective cup. No jewellery is allowed.

6.10. 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 her helmet while running the bases, the umpire may call her 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.

6.11 The home team coach is to set up and put away the pitching machine.

6.12 Winning coach is to report the results to the Convener.

6.13 Field Dimensions: Bases – 65 feet (from the back of home plate), Pitching Machine – 44 feet

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1.02 If a team has less than 9 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 9 players after the expiry of the 15 minutes, that team shall forfeit the game. (Optionally, the coach of the other team can elect to place any extra players he or she may have on the other team and play the game as a regular season 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 list must bat in sequential order. No pinch hitting is permitted.*

1.05 The line-up can not 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 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 *When the final batter for the team comes to bat in the inning, the coach of the hitting team shall announce to the umpire and the coach of the opposing team that the last batter is now hitting.*

1.08 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 assume the number of pitches already thrown to the incorrect batter as part of his 5 pitch count.

1.09 *The fielding team shall have a maximum of 11 players. Their positions shall be designated as follows: pitcher, catcher, first base, second base, shortstop, third base, right field, right-centre field, centre field, left-centre field and left field.*

1.10 *The pitcher shall be placed to either side of the pitching machine, but can not be placed in front of the machine.*

1.11 *The **buffer zone** is that area designated by the umpire prior to the commencement of the game which shall be approximately a semi circle having a radius of 7 to 8 metres (approx. 25 feet) within the foul lines and with the home plate being the centre from where the measurement shall be taken. No player in the field can be placed in the **buffer zone** while a player is batting.*

*The **buffer zone** shall be set down by the home team coach and confirmed by the umpire prior to the commencement of the game.*

1.12 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 can not 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.

1.13 Players are assigned their fielding positions for the entire inning and can not 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 *The ball shall be pitched by a pitching machine. A coach from the team batting will put the ball into the pitching machine as soon as the umpire confirms "play ball".*

2.02 *Each hitter shall receive five pitches to hit. If the hitter fails to put the ball into fair play after the 5th pitch, the batter is out.*

2.03 *If the pitched ball is thrown over the head of the hitter or hits the ground before the plate, such that in the opinion of the umpire, the hitter would not have been capable of hitting it, the umpire can call for a repeat pitch.*

2.04 *If the pitched ball hits the hitter, the hitter is entitled to a repeat pitch. If the hitter cannot continue with his "at bat" after being hit by the pitched ball, he shall be considered as having been put out and the next hitter in the line up shall hit.*

Note: The hitting team does not get to substitute another hitter for the hitter who was removed from the plate due to being hit. The plate appearance of the hitter who was unable to continue with his "at bat" counts as one of that team's 11 at bats for the 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 second player whose name follows the last batter from the preceding inning.

3.03 If the ball hits the batter's 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 lands within the **buffer zone** any infielder can play the ball. However, no bunting is allowed. Any attempt at bunting shall count as a foul ball. If the hitter attempts to bunt on the last pitch, the batter is out.

3.05 If the ball is hit and strikes the pitching machine, it is an automatic single and each base runner advances one base, with the exception of the last batter in which case the ball is dead and the hitter takes the pitch over again (this pitch, obviously, does not count as part of the 5 pitch count).

3.06 If the ball is hit and it strikes the pitching coach it is a dead ball and the batter gets to take the pitch over again.

3.07 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.

3.08 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 hitter first base and each base runner shall advance one base, with the exception of the 11th or last batter, in which case the ball is dead, base runners return to the bases previously occupied, and the hitter gets to take the pitch over again.

3.09 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.

3.10 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 hitter gets first base while the other base runners advance one base.

3.11 If the ball is hit and strikes a base runner who is not on base, the base runner is out and the hitter gets first base. The base runner, however, 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.

3.12 If the ball is hit in the air and it appears that it will land very close to or on the pitching machine, the umpire shall call "dead ball, no play" out loud. There shall be no play on the ball. The base runners are to return to their base and the hitter will take the pitch over again.

3.13 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 hitter gets first base and the other base runners either go back to the same base or move up one base to allow the hitter to take first base. No base runner is allowed to score.

3.14 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 hitter gets first base and the other base runners go back to the same base or advance one base to allow the hitter to take first base. No base runner is allowed to score.

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 out of 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 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 base 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 to the batter.

4.04 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.

- 4.05 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 shall leave the base before the ball is hit. There are no leadoffs. A base runner who leaves the base before the ball is hit is out and the ball becomes dead. All base runners return to their base and the hitter gets to take the pitch over again.
- 4.07 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.
- 4.08 On the last at bat of the inning, a base runner may continue to run all the way home before the catcher steps on the plate while in possession of the ball. This means that if the last hitter hits a fly ball that is caught by a fielder in the air, the batter is out and the base runner must properly tag up before running home, otherwise his or her run will not count. This rule applies even if the ball thrown from the field gets by the catcher and goes out of play. Only those base runners who properly tag up before the ball became dead can legally score a run.
- 4.9 All base runners can continue to run if the ball, after being hit into fair territory, is overthrown by the fielding team and is in play.
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6.02 The time duration of a game is approximately 2 hours. No new inning shall commence after 1 hour and 45 minutes from the start of the game. 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 contact the umpires.

6.05 It is the responsibility of the home team coach to contact the Convener for rescheduling of 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 home team coach shall arrange for umpires from the list of approved umpires for Royal York Baseball League.

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 not to be remunerated for umpiring.

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 All players must wear long pants or baseball pants during all games and practices. No shorts are allowed. Metal spikes are not allowed. Plastic cleats or rubber cleats are permissible. All players should wear a protective cup.

6.10 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.

6.11 The home team coach is to set up and put away the pitching machine.

6.12 Winning coach is to report the results to the Convener.

6.13 Field Dimensions: Bases – 65 feet (from the back of home plate), Pitching Machine – 44 feet

ROYAL YORK BASEBALL LEAGUE - 2007

Mosquito House League Rules

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

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 & Field Position

1.01 A team requires a minimum of seven (7) players to start a game. A game will be considered as forfeited if a team does not have at least seven players to start the game.. After a game has commenced, a team must maintain at least six (6) players for the rest of a game. If a team should fall below six players due to injuries sustained during the course of the game, consideration may be given to replay the game. The decision as to whether the game counts “as is” or should be replayed will be that of the Convener and his decision shall be final.

1.02 If foul weather or field conditions appear to threaten the scheduled game with cancellation well prior to the event starting, 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.

1.03 It is the responsibility of the home team coach to contact the Convener for rescheduling 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 home team coach shall arrange for umpires.

1.04 Any player who arrives late 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.

1.05 *All players on the list must bat in sequential order. No pinch hitting is permitted. A batter who bats out of order is automatically out and all runners 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.*

1.06 A maximum of nine (9) players may play in the field in an inning. While an inning is in progress there cannot be substitution from the bench for a player on the field, unless the player on the field has been injured and cannot continue to play.

2 Pitching

2.01 ***A player cannot pitch or catch more than a combined three (3) innings in a game.** Any player who pitches or catches any part of an inning is considered to have pitched or caught an inning. 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 or she has already completed three innings at the combined positions of catcher and/or pitcher.*

3 Hitting

3.01 Bunting is allowed, but a foul bunt on a third strike is an automatic out. A runner can not score from third base on a missed bunt attempt on the third strike.

3.02 ***A batter is automatically out on the third strike even if the catcher fails to catch the ball. Runners, however, can advance on any passed ball.***

3.03 *If the catcher gets on base with two outs or is on base when two outs are recorded, he or she can be substituted for by a pinch runner who must be the player who got out last in that inning.*

3.04 *A maximum of five (5) runs can be scored by a team in any one inning, except for the last inning when there is no limit as to the number of runs that a team can score. If the home team on its last at bats scores a run or runs sufficient to win the game, the game is automatically over, though three outs have not been recorded.*

4 Base Running

4.01 ***A runner cannot steal any base, including home, on the catcher's normal throw back to the pitcher.** The catcher must initiate the throw back to the pitcher from within close proximity of the plate. A runner, however, can steal home on a passed ball after the ball crosses home plate.*

4.02 ***No lead-offs are permitted.** The ball must cross the plate before a runner can leave the bag. Stealing is permitted only under these circumstances. If a runner leaves the bag early, he can be called out by the umpire. Umpires are encouraged to give a warning first before implementing any "out" for violation of the lead off rule.*

5 Fielding

5.01 Other than the positions of pitcher and catcher, no player can play any infield position for more than two innings. Playing at an infield position for any part of an inning is counted as playing at the position for an inning.

5.02 When a ball has been put into play by a hit and the ball is thrown against the screen and remains in front of the screen, the ball remains in play. If the ball should be thrown out of play the runners are allowed to advance one base. In other words, only one base is given on any overthrow.

6 The Game

6.01 All games will be six (6) innings in duration, unless called due to darkness or foul weather. In this case the game will be considered complete if a minimum of four (4) 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 terminated before four innings have been completed will be rescheduled and played as a new game. Umpires however must be paid for the game, albeit incomplete.

6.02 The time duration of a game is approximately two (2) hours. No new inning shall commence after 1 hour and 45 minutes from the start of the game. 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 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.

6.05 The official game score keeper shall be agreed upon by the coaches. 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.

6.06 All players must wear long pants or baseball pants during all games and practices. No shorts are allowed. Metal spikes are not allowed. Plastic cleats or rubber cleats are permissible. All players must wear a protective cup.

6.07 All players who bat or who are runners on the bases must wear a helmet. 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.

6.08 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.

6.09 Winning coach is to e-mail or telephone the results to the Convener.

6.10 Field Dimensions: Bases – 65 feet (from the back of home plate), Pitching Rubber – 44 feet

ROYAL YORK BASEBALL LEAGUE - 2007

Girls PeeWee House League Rules

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

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 can not be altered during the course of the game, with the exception of late arriving players. A maximum of 10 players may play in the field in an inning. While an inning is in progress there cannot be substitution from the bench for a player on the field, unless the player on the field has been injured and cannot continue to play.

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 her name to the end of that teams 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 she must take the count as accumulated by the incorrect batter.

1.08 Players in the field may not be substituted 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 can not 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 full innings or 6 outs per game.

2.03 Collectively the rep players on a team can not pitch more that 3 innings in the entire game.

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

2.05 Pitchers must have their foot on the rubber when starting each pitch. If there is an obvious foul, the pitcher and coach should get one warning from the umpire. The next infraction will result in the batter getting an automatic base. There will be a warning once per inning per pitcher.

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. If the batter at the plate does not complete her “at bat” because a runner is put out as the third out, that batter starts the next inning with a fresh count.

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 hitter first base and each base runner shall advance one base.

3.06 If the ball is hit and it strikes a base runner that 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 that 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 hitter gets first base while the other base runners advance one base.

3.08 If the ball is hit and strikes a base runner that is not on base, the base runner is out and the hitter 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 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 hitter gets first base and the other base runners either go back to the same base or move up one base to allow the hitter 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 hitter gets first base and the other base runners go back to the same base or advance one base to allow the hitter to take first base. No base runner is allowed to score.

3.11 There will be a **three (3)** 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 Bunting is allowed, but a foul bunt on a third strike is an automatic out. A runner cannot score from third base on a missed bunt attempt on a third strike.

3.13 In the batter's box, the batter's front foot must be no farther back than the back edge of the plate.

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 that runs the bases in reverse order is out.

4.02 A base runner can overrun first base and home plate. A base runner that 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 or she 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 her run does not count.

4.07 Base runners are not permitted to leadoff. Stealing bases is permitted, however, a runner can not leave the base before the pitched ball has crossed the plate. Any occurrence of lead offs should result in a one time warning to the coach. A second occurrence whether with the same runner or another runner is an automatic out.

4.08 **A base runner cannot steal home.**

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 she 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 she 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 interfere with a base runner. If interference is called by the umpire, the umpire shall estimate how far the base runner would have been able to run but for the interference 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, except the pitcher and back catcher who can play 3 innings. 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 she has already completed two innings at catcher during the course of the game.

5.04 No player can play in the infield twice until all players have played in the infield at least once. All players should have an equal opportunity to play in the infield.

5.05 No player should sit out more than once per game until all players have sat out at least once. Coaches will ensure that all players sit out equally during the course of the season.

5.06 No player can advance on a throw back to the pitcher from the catcher, even if the pitcher misses the ball.

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 will be rescheduled and played as a new game. Umpires however must be paid for the game.

6.02. The time duration of a game is approximately 2 hours. No new inning shall commence after 1 hour and 45 minutes from the start of the game. Time will be calculated and will start to run only after the first pitch has been thrown to the first batter. 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 to contact 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 home team coach shall arrange for umpires from the list of approved umpires for Royal York Baseball League.

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, she 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 her helmet while running the bases, the umpire may call her 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, the umpires will assist in setting up the bases prior to the start of the game and umpires will assist in removing the bases and storing them after each game. However it is the responsibility of the home team coach(es) to set up the bases and make sure the field is, in all other aspects, playable,

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. The coach should not leave any player alone at the ball park after the game who is still awaiting the arrival of their parent.

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

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

ROYAL YORK BASEBALL LEAGUE - 2007

Boys PeeWee House League Rules

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

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 can not 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 can not 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 can not 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 can not 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 can not 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 hitter 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 hitter 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 hitter 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 hitter gets first base and the other base runners either go back to the same base or move up one base to allow the hitter 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 hitter gets first base and the other base runners go back to the same base or advance one base to allow the hitter 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. Stealing bases is permitted.

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 interfere with a base runner. If interference is called by the umpire, the umpire shall estimate how far the base runner would have been able to run but for the interference 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 she 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 will be rescheduled and played as a new game.

6.02. The time duration of a game is approximately 2 hours. No new inning shall commence after 1 hour and 45 minutes from the start of the game. Time will be calculated and will start to run only after the first pitch has been thrown to the first batter. 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 home team coach shall arrange for umpires from the list of approved umpires for Royal York Baseball League.

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

ROYAL YORK BASEBALL LEAGUE - 2007

Girls Bantam AAA Rules

COGBL BANTAM DIVISION RULES - 2007

1 All games will be seven (7) innings. Exceptions: No new inning to start after two hours or local park curfew. In event of a tie at the end of 7 complete innings, extra innings will be played - subject to the curfew rule. The head umpire shall ensure the game proceeds at a reasonable pace without undue delays.

- 2 a) A ten run mercy rule will apply after 5 or 6 innings.
b) A six run mercy rule in any one inning shall be in effect through the first 4 innings

3 Unlimited substitutions except for a pitcher. [i.e. Once a player has been removed as a pitcher in the game, they may not return to pitch in that game.]

4 Bat through line-up will be in effect. Each team must have 7 players to start the game. The eighth & ninth spots in the order will be considered automatic outs. Late arriving players may be added to bottom of batting order.

5 A pitcher may pitch a maximum of three (3) innings per game. A single pitch to a batter thrown in an inning constitutes a full inning pitched.

6 Catcher may be replaced on base with two (2) outs. The replacement runners must be the previous out.

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

Pitcher hits batter(s) once - not addressed unless umpire thinks it was on purpose

Pitcher hits batter(s) twice - pitcher and manager receive warning

Pitcher hits batter(s) three times – pitcher is immediately replaced with another pitcher

8 Home team will supply baseballs and umpires through their local association.

9 Four innings, or 3 ½ if the home team is winning, shall constitute an official game in the event of weather delays or darkness.

Cancellation courtesy: Home teams should provide 3 hours notice [prior to start of game] to visiting team for cancellation to make a game due to weather / poor field conditions.

10 Any team which cannot field a team for a scheduled game (7 players minimum) will forfeit that game, unless both team managers agree to reschedule the game. At risk manager should contact other manager at least 48 hours before scheduled date. If both teams unable to field teams, it will be treated as a rainout and be rescheduled.

- 11 Cancelled or rescheduled games are to be rescheduled as soon as possible, and must be organized between both teams involved. Report any rescheduled games and time to the Bantam division Convener. Games not made up will be treated as losses for both teams for the purposes of loop standings. Missing game results are treated the same way.
- 12 Winning team manager/coach is responsible for reporting games results within 24 hours to the bantam division Convener. Game results not reported will be recorded as a tie for both teams. Therefore, it is in the interest of the winning team to report the game result
- 13 In the case of a tie, the home team is responsible to report as directed above.
- 14 Game results will include the number of runs for each team at the end of the fourth inning.
- 15 Standings will be based on 2 point for a win, 1 point for a tie. In case of a tie at the end of the regular season, the win/loss record of the tied teams against each other shall be used to determine the order. In the case where a tie continues, runs for vs runs against from the head to head game(s) will be used. Where a tie continues, a flip of a coin will determine the order.
- 16 All loop teams shall participate in the COGBL playoffs at the end of the season (provided they have complied with OBA roster requirements). These playoffs are separate and apart from the 2006 OBA Provincial Championships. An OBA double-knockout style tournament will be used and played in a venue to be determined - with the possibility that first round of games to be play at loop parks.
- 17 Each team manager shall provide the Convener a list of players & coaches on their rosters by June 1, and copies of OBA rosters by June 30. In addition, to be officially permitted to participate in the playoffs, the roster shall be submitted to OBA in accordance with OBA's requirements. For loop play only eligibility of call ups for any club shall be governed by the local clubs rules.
- 18 Any other rule deemed necessary during the season - subject to a 2 / 3rds majority of team managers -- which will be communicated by email.
- 19 Field Dimensions: Bases - 82 feet, Pitching Rubber is 55 feet

Tournament Play

1. Excepting the following, the regular games rules above apply.
2. All non-playoff games will be seven (7) innings. Exceptions: No new inning to start after two hours or local park curfew. In event of a tie at the end of 7 complete innings, extra innings will be played - subject to the curfew rule. The head umpire shall ensure the game proceeds at a reasonable pace without undue delays. Four innings, or 3½ if the home team is winning shall constitute an official game in the event of weather delays or darkness.
3. All playoff games (COGBL or OBA's when hosted by a COGBL team) shall be seven (7) innings, no time limit. Exceptions: weather and local park curfew.

3. With the exception of the OBA's, a "bat through" lineup is permitted in any COGBL Bantam tournament.

4. Pitching Rules. Only Baseball Ontario Pitching rules (P2-10 Pitching rules (b), (e) and (g) in the constitution) shall apply to tournaments (COGBL pitching rules do not apply) These rule as excerpted from the OBA constitution are as follows

4.1 No bantam girl player shall pitch more than 9 innings on any calendar day and no more than 14 innings in any tournament or series that is of 4 days or less duration. If a player pitches 5 or more innings in any day she cannot pitch the next day - the player must have 2 nights rest. Any player who assumes the pitching position in an inning will be charged with an inning pitched.

NOTE: A pitcher may pitch her 9 innings on a calendar day in any combination of innings in games played on that day. Example: The pitcher may pitch 6 innings in one game and 3 innings in another game on that same calendar day.

Note: Innings/outs pitched will apply to the calendar day in which they were pitched. The calendar day applies regardless of the tournament schedule, day on which the first round completes, or delays caused by darkness or weather (however, a pitcher continuing in a suspended game shall not be charged for the same inning twice).

4.2 Illegal pitching penalty: Where a player pitches more innings or outs than permitted, the player's team shall forfeit the game. A second violation by a manager's/head coach's team will result in the manager's/head coach's suspension. Any player advancing to play in a higher series (ie. Peewee call-ups) shall be restricted to the pitching rule of the series in which she is registered.

4.3 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 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.

ROYAL YORK BASEBALL LEAGUE - 2007

Boys Bantam House League Rules

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

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

- 1.1 A team must have at least 7 players to start a game. Once started, should a team be reduced to 6 players, due to illness or injury sustained by a player(s) during the course of the game, the affected team may continue to play the game. If a team is short one or two players of the normal nine (9) players to play the game, it can call up a player from its peewee house league programme for that game. No peewee house league player shall be called up for more than three games during the course of the season. No peewee house league player can play if the team has nine bantam players available to play the game.
- 1.2. If a team has less than 7 players at the regular time for starting the game, there shall be a 10 minute delay. If the team is still short of the required 7 players after the expiry of the 10 minutes, that team shall forfeit the game. The game will not be replayed as a make-up game. Thereafter, the coaches will divide the players in attendance and play an exhibition game.
- 1.3 If 10 minutes have expired after the regular starting time for the game and both teams have less than 7 players to start the game, both teams shall forfeit the game or at the discretion of the Convener the game can be rescheduled. The teams may nonetheless play a game with the players present.

2 BATTING ORDER

- 2.1 All team players shall be listed on the score card for purposes of establishing a batting order.
- 2.2. All players on the batting list must bat in sequential order. *No pinch-hitting is permitted.*
- 2.3 The line-up cannot be altered during the course of the game, with the exception of late arriving players.
- 2.4. Any player who arrives late for the game but before completion of the fourth inning can be added to the line-up by placing the player's name at the end of that team's list.

3 FIELDING POSITIONS AND PITCHING

- 3.1 No player on the field can be positioned in foul territory except for the catcher who shall be placed behind home plate.
- 3.2 *No player can play at the same infield position more than three (3) times in the course of the game, with the exception of the pitching position which shall be limited to two (2) innings.*
- 3.3 *No player may pitch and catch more than three (3) innings combined.*
- 3.4 Players in the field may not be substituted 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 can not 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, with the exception for an injured catcher for whom a player either in the field or from the bench can be substituted.
- 3.5 Players are assigned their fielding positions for the entire inning and can not be moved from one fielding position to another during the course of an inning, except to accommodate the pitcher as set out under subparagraph 3.6 or an injured catcher as set out under subparagraph 3.4.
- 3.6 *Should a pitcher be substituted for during the course of an inning, the pitcher is placed in the fielding position of the person who replaces the pitcher on the mound. A player from the bench cannot come into the game to pitch during the course of any inning.*
- 3.7 If a pitcher delivers one or more pitches in an inning, the pitcher will be deemed to have pitched that inning.
- 3.8 A pitcher who is removed from the mound during an inning cannot return to pitch again in the same inning.
- 3.9 *No Midget aged player is allowed to pitch more than one inning per game.*

- 3.10 ***Midget and Rep players may pitch a total of four (4) innings COMBINED in any one game. In the unlikely case where no other pitchers are available, coaches of both teams may agree to allow these pitchers to pitch two (2) innings each.***
- 3.11 ***A Midget or Rep player should not pitch the final (open) inning.***
- 3.12 *At the House League level, intentional walks should not be pitched. Catchers are encouraged to change the location of pitches. (This may result in a walk, but it should not be intentional). Pitch-outs are permitted where the catcher is attempting to throw out a runner*
- 3.13 ***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 BATTING

- 4.1 Players on the team shall bat in the order as recorded on the scorecard.
- 4.2 For each successive inning the batting order starts with the player whose name follows the last batter from the preceding inning.
- 4.3 *Once a team scores five (5) runs during an inning, the “at bat” is concluded for that team. There is no limit as to the number of runs a team can score in the last inning of the game or any earlier inning declared by the umpire as being the last inning.*

Mercy Rule Clarification (2007)

The “Mercy Rule” is in place so that the game does not get lopsided too early and allows the young adults to play. One item that has come up over the past years has been the administration of the “open inning”.

Although the games are for fun and participation, in close games, coaches find this to be a source of irritation. The open inning rule CAN make a difference because Coaches need to make a decision on the pitching staff and playing positions for the final innings.

So for 2007, here is the guideline for determination of the “open inning”. At the bottom of an inning, with 15-20 minutes to go in the game, (i.e. 1:30 for PeeWee and 1:45 for Bantam), the umpire(s) will approach the 2 coaches and ask them to agree on whether they would like to go one inning or two. The decision needs to be made at that time (NOT half way through an inning) whether this is the open inning or the next one, given the guidelines for the game time limit.

All three decision makers need to keep in mind that there is NO new inning after 1:45 for PeeWee and 2 hours for Bantam. If the coaches cannot come to agreement, then the Home Team Coach will have the final say, regardless of the score in the game.

- 4.4 ***Midget aged players must use a DROP 3 bat due to safety concerns for our younger players.***

5 BASE RUNNING

- 5.1. All base runners are permitted to “lead off“ and to steal bases.
- 5.2. *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 and the pitcher is on the mound or thereabouts: (i.e., the purpose behind this rule is to discourage attempts to steal home plate while the baseball is being thrown back to the pitcher by the catcher in the normal course of a game. Such attempts often result in excessive delays of the game necessitating the catchers to often walk towards these runners in order to force them back to third base before throwing the ball back to the pitcher. This rule applies even in the event that the pitcher is unable to catch the ball thrown back from the catcher. We encourage all children to have the opportunity to pitch, regardless of their ability to catch)*
- 5.3 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. The pinch runner must be the player last out in the inning.
- 5.4 ***When a runner is attempting to score and there is a play at the plate, the runner MUST slide. If he/she does not, the runner will be called out. Every attempt must be made to avoid collisions at the plate.***

6 LENGTH OF THE GAME

- 6.1 All games will be 7 innings in duration, unless called due to darkness or foul weather in which case the game will be considered completed if a minimum of 3 innings have been played (i.e., if the home team is winning after 2 ½ innings and the game is called). If the game is called in the middle of an inning, the score will be recorded as of the last completed inning. All games not considered completed will be rescheduled and played as a new game.
- 6.2 The time slot reserved for each game is 2.5 hours. No new inning shall commence after 2 hours from the start of the game. Time will be calculated and will start to run only after the first pitch has been thrown.
- 6.3 No extra innings can be played to break a tie; the game shall be recorded as tied, except during play-offs.