



# MISSISSAUGA NORTH BASEBALL ASSOCIATION

HOUSE LEAGUE RULES | 2022

## Table of Contents

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Section A.	RULES OF CONDUCT .....	1
Section B.	GENERAL RULES .....	2
Section C.	GAME PRELIMINARIES .....	4
Section D.	PLAYERS AND CALL-UPS .....	5
Section E.	EQUAL PLAY RULES .....	6
Section F.	UNIFORMS AND EQUIPMENT .....	7
Section G.	ABUSE OF EQUIPMENT, SMOKING, ALCOHOL, & EJECTIONS .....	8
Section H.	CUT RULE, INJURIES .....	9
Section I.	CONTACT RULE.....	10
Section J.	PITCHER & CATCHER SUBSTITUTION RULE .....	11
Section K.	ENDING THE GAME, TIES, AND RESCHEDULING GAMES .....	12
Section L.	DIVISION SPECIFIC RULES.....	13
Section M.	ADDITIONAL RULES FOR ROOKIE BALL (8U and 9U) .....	15
Section N.	ADDITIONAL RULES FOR MOSQUITO (11U) .....	18
Section O.	ADDITIONAL RULES FOR PEEWEE (13U) .....	19
Section P.	PROTESTS .....	20
Section Q.	INDIVIDUAL PARK GROUND RULES.....	21
Section R.	ADDITIONAL PLAYOFF RULES.....	22

## Section A. RULES OF CONDUCT

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- A.1 In addition to any rules and regulations issued by the MNBA executive:
  - A.1.1 All members, including players, coaches, umpires, and team personnel shall be expected to conduct themselves in a reasonable, sportsmanlike, and acceptable manner.
  - A.1.2 All members, including players, coaches, umpires, and team personnel shall abide by the rules and regulations associated with all baseball events, both on and off the field.
  - A.1.3 The Coaching Staff shall be responsible for team conduct, including the conduct of the team's parents and spectators, and shall be accountable for all behaviours not in keeping with the trust placed in them by the Mississauga North Baseball Association, parents, and baseball fans.
  - A.1.4 Unacceptable or unsportsmanlike behaviour, in the opinion of an on-field Umpire, shall provide sufficient grounds for expulsion of a member from a game. (See A.2)
- A.2 Unacceptable or unsportsmanlike conduct of a member may include, but is not limited to:
  - A.2.1 Swearing or abusive language
  - A.2.2 Use of language which in any way negatively refers to or negatively reflects on opposing players, umpires, or spectator
  - A.2.3 Any attempt, by word or sign, to incite a demonstration by fans
  - A.2.4 Intentional physical contact with any player, coach, umpire, or spectator
  - A.2.5 Throwing or disrespect of equipment, including bats, helmets, etc.
  - A.2.6 Willful damage to property: Property damage costs shall be assessed to the player(s), coach(es), umpire(s) and/or team personnel and proper restitution made. If the team cannot/will not identify the persons involved, the issue may be escalated to local law enforcement
  - A.2.7 Committing an act which is considered an offence under the law.
  - A.2.8 A breach of the Association's Drug and Alcohol Policy.
- A.3 Players under the age of 18 years must have a parent/guardian present at all games and practices.
- A.4 Players or spectators are not allowed to enter private property, unless they have permission from the property owner, to retrieve misplaced balls or other equipment.
- A.5 Verbal harassment of an umpire before, during or after a game is not permitted. Violation of this rule will result in the immediate ejection of the offending party (either the player or the coach), and a suspension for the next game as well. Coaches are responsible for their conduct, as well as the conduct of their team's players, parents or spectators supporting their team. If an umpire asks a coach to control the conduct of a player, parent(s) or spectator(s) of his team, and a coach does not attempt to comply, the coach shall be ejected and suspended as per the details above. Based on the severity of the violation, or for repeat offenders, the MNBA House League RD&P Committee is entitled to increase the length of suspension.
- A.6 Physical abuse, assault, or threats of such will not be tolerated and will result in an automatic suspension until further notice. Furthermore, MNBA will fully co-operate with any police investigations.

## Section B. GENERAL RULES

- B.1 If a rule is not found in this handbook, the rule that shall apply is in the BASEBALL CANADA OFFICIAL RULES OF BASEBALL
- B.2 After a play, coaches are allowed to request time to get clarification on a rule or the umpire’s interpretation of a rule. The umpire’s interpretation of a rule is final. Coaches are NOT allowed to question judgement calls (i.e., strikes/balls, safes/outs, etc.). Questioning a judgement call is grounds for ejection. A coach may not bring a rulebook on the field unless it is requested by the umpire.
- B.3 A rule may not be changed or altered from the sources listed. Unless both the Director of Umpires and the Director of House League Baseball sign a written addendum to this document, indicating such changes. There will be no exceptions to this provision. Umpires are required to base all decisions on the current, written, and accepted rules for Mississauga North Baseball Association.
- B.4 All rules apply to both regular season and playoff games unless otherwise noted.
- B.5 Starting and Ending Times (Light and weather permitting)

Regular Season Game	Start Time	Grace	End Time
Unlit Diamond	6:15 PM	15 minutes	8:25 PM
Lit Diamond, No game after	6:15 PM	15 minutes	8:25 PM
Lit Diamond, Early Game	6:15 PM	15 minutes	8:25 PM
Lit Diamond, Late Game	8:40 PM	None	10:50 PM
Playoff Game (Preliminary Games)	Start Time	Grace	End Time
Unlit Diamond	6:00 PM	15 minutes	No new inning after 2 hours
Lit Diamond & no game after	6:00 PM	15 minutes	No new inning after 2 hours
Lit Diamond, Early Game	6:00 PM	15 minutes	No new inning after 2 hours
Lit Diamond, Late Game	8:40 PM	None	No new inning after 2 hours
Playoff Game (Semi-Final & Final Game)	Start Time	Grace	End Time
Any Diamond	Any	15 minutes	All innings must complete

- B.5.1 The umpire’s timepiece or a watch designated by the umpire at the plate will be considered the only official timepiece. All decisions based on time (i.e., end of game curfews) will be based on the time shown on the official timepiece.
- B.5.2 As soon as both teams have seven (7) registered House League (HL) players present, the umpire shall start the game. (Rookie teams must have 6 players to start the game) The team(s) will forfeit if, after the grace time (see B.5), they do not have enough players present. In the case of forfeiture, an exhibition game shall take place, with players distributed equally between the two teams. The score for a one team forfeiture is 7-0 (the zero being given to the team that forfeits). A double forfeiture (i.e., both teams do not have the required number of players) is 0-0.
- B.5.2.(a) Grace time may not be used to delay the start of a game by any team that has the required minimum number of players present.

- B.5.3 At the End Time, if there is a count on the batter, the umpire will allow the batter to complete his or her turn at bat. If this batter is from the home team and the final hitter's at-bat changes the outcome of the game (i.e., wins it or ties it), the score will stand as it is at the conclusion of the at-bat. Otherwise, the score will revert to the score at the end of the last fully complete inning. The field is to be cleared after this time and the game is over.
- B.5.3.(a) In playoff games where "No new innings will start after 2 hours", the final inning must be completed once started, unless:
    - B.5.3.(a).1 The home team is winning after the completion of the first 1/2 of the inning, or
    - B.5.3.(a).2 Darkness falls and the umpire deems it unsafe to continue play.
  - B.5.3.(b) If continued play is deemed unsafe due to darkness, the umpire shall stop the game. The terminated inning and the time must be noted on the game sheet so the details can be submitted when reporting the score. The score reverts to the last fully complete inning.
- B.5.4 Playoffs: In playoff games, a winner must be declared. If for any reason a game has not been completed in accordance with the end time (see B.5) or the minimum innings required (See L.2), the game is suspended and will resume from the time of suspension. Coaches must notify the Baseball Convener / Director immediately so the continuation of the game may be scheduled.
- B.5.5 A warning shall be issued for any intentional game delaying tactics, and continued offences will result in the offending team forfeiting the game. The decision to enforce a forfeiture of the game is at the sole discretion of the umpire. The umpire may also shorten warm-up periods or call balls or strikes against an offending team as a penalty for delaying tactics.
- B.5.5.(a) The time allotted for teams to change from offense to defense and visa versa shall not be more than 180 seconds from the moment the third out is recorded.
  - B.5.5.(b) Players must take their defensive positions without delay. Team meetings or coach/player huddles are not permitted in the period where a team is required to take up defensive positions.
  - B.5.5.(c) Each inning, the lead off batter and all subsequent batters must be nearby and ready to take their position in the batter's box without delay when called by the umpire.
- B.5.6 Lights are scheduled on automatic timers to shut off at 11:00 pm. Exception: Lisgar Park, 10:00 pm. For safety, games shall be immediately ended 10 minutes prior to lights out regardless of end time rules and the game shall be deemed complete subject to minimum innings required (See L.2).

## Section C. GAME PRELIMINARIES

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- C.1 Prior to the start of the game, it is the Home Team Coach's responsibility to determine if weather conditions, and the condition of the diamond, make the game playable. MNBA seeks to protect the safety of all the participants in the game, so excess standing water in the field of play, or wet and slippery infield and/or outfield conditions, may require the game to be rescheduled. Once the plate meeting (See C.6) has been concluded, it becomes the sole discretion of the umpire, for the remainder of the game, to determine if the weather or field conditions make the game playable. If a game is cancelled due to unplayable conditions, both coaches must inform the Division Convener within 24 hours, so a make-up game (if the game was called prior to the minimum number of innings being completed – see Section K.2) can be scheduled.
- C.2 Two (2) umpires (one plate, one base) are standard for each game, though a game may be played with only one (1) umpire. If no umpires show up for the game, the home team should notify the Umpire Director as soon as possible. Two substitute umpires may be chosen, one from each of the team's parents. Upon late arrival, the first umpire is to take his/her place at the plate immediately. The second late umpire will take their position in the field immediately. A game is not defaulted, nor may it be suspended if no carded umpires attend.
- C.3 The home team must occupy the third base side dugout. Exception: During playoff games where the rules require a coin toss to determine the home team.
- C.4 The home team is responsible for diamond layout prior to a game, as well as diamond "tear down" (putting away the bases and pitching rubber, etc.). The diamond should be ready 15 minutes before the Start Time. Supplies are in the green metal box located at each park (please see your League Director to receive your team's combination to the boxes). Coaches must ensure all equipment (bases, base spikes, pitching rubber, hammers, rake, chalk machines, etc.) are safely locked inside the green boxes at the end of each game. If there are any problems with the equipment, or equipment is missing, please report this to your division convener or house league director immediately after the game.
- C.5 Both teams are responsible for providing a game sheet to the opposing team, including a batting line-up which lists each player's first and last name, and uniform number. Any Call-ups must also be clearly identified on the game sheets. Any concerns over the game sheets should be brought up during the plate meeting. Both teams are responsible for keeping score. Score keepers are to check with one another throughout the game to ensure their score sheets match. Winning team coaches are required to report the score, by entering it on the House League Website, within 24 hrs of the game completion. A password to enter scores on the League website will be provided. Failure to submit the score within the time specified will result in the game result being recorded as a 0-0 tie in the league standings. Game score sheets should be retained to resolve any discrepancies in reported game results.
- C.6 Coaches and umpires shall conduct a plate meeting at 6:10 pm (for early games) and 8:35 pm (for late game), regardless of the number of players present. The plate meeting shall be used to confirm any division-specific or park specific rules (i.e., ground rules). The home team is also responsible for supplying the game balls at this time (at least one new and two lightly used baseballs are required).

## Section D. PLAYERS AND CALL-UPS

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- D.1 Prior to the start of each game, coaches will exchange their batting line-ups that will include only those players in attendance at that time. Each team must bat through this line-up in subsequent innings.
- D.2 All players attending the game that are listed in the batting line-up will bat in turn, regardless of whether they are playing in the field or not. The opposing team must be notified of any players arriving after the start of the game (First pitch). Any player who is not present at the time of first pitch must be struck from the batting line-up regardless of their turn to bat having (or not having) come up and may only be added to the bottom of the batting line-up in the order in which they arrive.
- D.3 Players who arrive after the start of the game may be entered as fielders immediately following a stoppage in play if there are unoccupied defensive positions on the field. If all defensive positions are occupied on the field, the new arrival cannot enter the game until the next inning.
- D.4 A team that is unable to field a roster of 10 players may only call up sufficient players, to a maximum roster of 10 players, from the Division directly below (i.e., Bantam calls from Pee-wee, Pee-Wee from Mosquito, Mosquito from Rookie, etc.). REP or MBA players are not eligible to be call-ups. To arrange for a call-up, coaches must contact the coach(es) to make a request for a player call-up. Coaches contact information for each division and team will be provided at the beginning of the season. Coaches are not allowed to contact a player, nor his/her family, without the knowledge of the called-up player's coach. Penalty: Failure to comply will result in a forfeiture of the game and a two (2) game suspension for the head coach.
- D.5 Player substitutions will only be allowed between innings, except in the event of injury, ejection, or late arrival of a player when defensive positions are unoccupied (See D.3). Exception: the pitcher may be substituted with another player (who is either on the field or on the bench) at any time during an inning.
- D.6 If a coach can knowingly field nine (9) players from their own team, they should not call up any players. This avoids having to send the called-up player(s) home if there is a late arrival of a 10th regular player on the team.
- D.7 If you have called up a player(s) and you have a roster of 10 players, the excess call-up(s) beyond the roster of 10 will not be allowed to play. Since players are limited to the number of times they can be called up, you should contact the called-up player prior to the game if you know that you will have sufficient players.
- D.8 Failure to follow proper call up procedures is considered a serious offence by the League. Penalty: Failure to comply will result in a two (2) game suspension of the head coach.
- D.9 A called-up player is NOT eligible to pitch. Any player called up to a higher division shall sit out before any regular team member. Called-up players must wear his /her own team uniform. Penalty: Failure to comply with any of these conditions will result in a forfeiture of the game and a two (2) game suspension for the head coach.
- D.10 A player called up to play in a higher division may play a MAXIMUM of 6 games per year, including regular season and playoff games (i.e., a player who has been called up 6 times in the regular season may not be called up to play in any playoff games). Coaches shall monitor the number of times their players are called up. Once a player has maxed out their call up limit, their coach must notify the Convener (or HLBB Director) of that player's ineligibility to be called up. Penalty: Failure to comply will result in a two (2) game suspension of the head coach of the called-up player.

## Section E. EQUAL PLAY RULES

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- E.1 **Substitutions:** All players, including call-ups (subject to rule D.9) must play at least half of each game and no player shall sit out twice before all other players have sat out at least once. Otherwise, unlimited substitution rules will apply.
- E.1.1 If a violation to rule E.1 is discovered, the umpires should be notified immediately, and the umpire shall direct the offending coach to redistribute players such that the substitution violation is rectified.
- E.1.1.(a) Exception – Pitcher. A pitcher, during allowable pitched innings will be allowed to finish their innings. The pitcher must then sit the next inning once they have been removed from the pitching mound.
- E.1.2 Substitution Rule Penalty: A warning will be given to the offending coach. A second offence in the same game by the same team will result in the ejection of the head coach.
- E.2 **Defensive Position Rotations:** All players must play equally in infield and outfield positions through the course of the season.
- E.2.1 Exceptions:**
- E.2.1.(a) A player who is injured.
- E.2.1.(b) A player who is being sat out for disciplinary reasons. The Head Coach must be prepared to justify this action to the MNBA executive.
- E.2.1.(c) A player who requests it.
- E.2.1.(d) In any of the above cases, coaches must notify the umpire and the opposing coach when a substitution(s) deviates from the equal play rules. They must also be prepared to justify their actions to the Convener or Director of House League upon request.
- E.2.2 Penalty: If it is determined, at the sole discretion of the MNBA executive, that the coach's reasoning for failing to follow rule E.2 is not justified, the coach may be subject to a maximum of 1 game suspension, per infraction. The team may also be subject to forfeiture of any playoff game(s).
- E.3 No player shall occupy the same defensive position more than two (2) innings in Rookie and Mosquito divisions or three (3) innings in Peewee and Bantam divisions in any single game (regular season or playoff) apart from the allowable pitcher and catcher position playing limits set out for the Bantam division (see L.2).
- E.3.1 Violations to E.3 must be pointed out and corrected at the time of the infraction. A coach(es) refusal to redistribute players upon request of the umpire is subject to game forfeiture.
- E.3.1.(a) Protests based on rule E.3. will only be considered when E.3.1 has occurred.
- E.4 Coaches must post a batting and defensive line-up card in the dugout for each game. Batting and Defensive Line-up records for each game must be retained and produced upon request of the MNBA to support adherence to the rules of equal play.

## Section F. UNIFORMS AND EQUIPMENT

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- F.1 All persons – including coaches - warming up a pitcher, either on or off the playing field, must wear a catcher’s mask.
- F.2 All male players must wear an athletic support and cup, and all female players a jill, for all games and practices. If the player is not wearing this protective equipment they will not be allowed to participate in the practice and/or game, until such time as they are wearing one.
- F.3 Batters and base runners must wear a batting helmet with the chinstrap always fastened. Penalty: If the batter hits a ball foul, he/she will be declared out. If the ball is hit fair, the batter will be declared out and the ball will be considered a legally hit ball and all runs, outs, etc. will stand. A base runner that intentionally removes a helmet or unfastens a chinstrap while the ball is in play will be called out, and the play immediately stopped. Should a helmet come off or a chinstrap become unfastened during or because of a play, the umpire will allow the play to continue to its completion and call time. In this case, the player is not out.
- F.4 The full uniform, supplied by the MNBA at the start of the season, must be worn by all players and coaches while participating in a game. Shirts must be tucked in, and hats worn with the bill facing forward. Shorts are not permitted on the field. Players are allowed to wear the official MLB hat of the team they play for as long as the colour matches the hat provided by the MNBA. Example, a player that was supplied a Black MNBA hat and plays on the Pirates, can wear a Black Pittsburgh Pirates hat, but not a yellow hat, or any other colour. The umpire shall issue a warning to any player or coach in violation of this rule, allowing the player or coach to correct their uniform accordingly. If the player or coach continues to violate this rule, the umpire is entitled to eject the player or coach from the game. All ejections are monitored by the Umpire Director and repeat offenders may face additional sanctions from the league.
- F.5 Any change to the league supplied uniform must be approved by the MNBA executive. Penalty: Unauthorized alterations to the uniform will require the offender to purchase a new uniform, at their own cost, and/ or a suspension of the head coach for two (2) games.
- F.6 No short pants or open toed footwear is permitted. If they are being worn, the player will NOT be allowed to play. There are NO exceptions. Coaches must wear the league supplied shirt and hat and are also discouraged from wearing shorts as a good example to their players.
- F.7 No metal or molded plastic cleats are permitted. Shoes with molded rubber cleats may be used. If a player is found wearing illegal shoes, the shoes must be removed immediately and proper shoes must be substituted. No penalty shall apply for the first infraction. The plate umpire is to report the player’s name, jersey number and team name to their convener. If the same player is found to be in contravention of this ruling a second time, an automatic two (2) game suspension shall apply.
- F.8 For safety reasons, players are not allowed to wear jewellery (earrings, neck chains, rings, nose hoops, eyebrow hoops, watches, etc.) during games or practices, unless the item is for medical purposes (example: a Medic Alert bracelet). Umpires shall direct an offending item be removed and issue one warning per team. Any subsequent offence will result in an offending player being called out at the plate or removed from their defensive position.
- F.9 Managers and coaches are responsible for all equipment issued to them by the league. The Board reserves the right to levy a charge for lost or damaged equipment (exclusive of normal wear and tear), or for equipment not returned at the end of each season.

## Section G. ABUSE OF EQUIPMENT, SMOKING, ALCOHOL, & EJECTIONS

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- G.1 Any batter whose thrown bat becomes involved in a play could be subject to the interference rule. For any willful abuse of equipment (i.e., throwing helmets, bats, etc.) the umpire – at their sole discretion – will issue a warning and or ejection from the game. It is the responsibility of the coach to remove said player and to ensure that all players respect the equipment provided.
- G.2 There will be no smoking, nor any use of tobacco products, on the playing field or in the dugouts before, during or after the game. The umpire will issue one warning and, if it occurs again, the offending player or coach will be ejected from the game.
- G.3 No umpire, coach, assistant coach, player, or persons helping directly with the team shall consume alcoholic beverages on or in the vicinity of the playing field while such person is involved with a team that is in the act of playing a game or participating in a practice. If this occurs, the offending person(s) will be immediately ejected from the game and will remain suspended until reinstated by the League. No umpire, coach, assistant coach, player, or persons helping directly with the team will be allowed on the diamond who has consumed alcohol prior to a game or practice.
- G.4 A parent or non-team member, if circumstances warrant, may cause their team to default the game. If the offending person(s) can be identified as being associated with a specific team, the umpire will tell their coach that the person is causing the game to be disrupted and will give the coach five (5) minutes to effect control of said person(s) before defaulting the game.
- G.5 Any player or team management member ejected from a game is automatically suspended from the next league or playoff game. A second offence will result in a minimum three (3) game suspension. Any suspension of three (3) games or more must be reported in writing by the convenor to the Director of House League and the House League Board and requires a meeting with the House League RD & P Committee. The person will remain suspended until the House League RD & P Committee holds a hearing and renders a decision. Any appeal on this hearing will be allowed only upon the approval of the MNBA Executive Board. An Executive Board decision on any appeal will be final.

## Section H. CUT RULE, INJURIES

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- H.1 Any person on the field, who is cut during the game, or who arrives at the game with blood on their skin or clothes, will not be allowed in the dugout, or on the field, until such time as proper first aid is provided, and the wound is covered and the blood- or blood-stained clothing is removed. Any equipment, including the baseball, must also be removed from the game should blood be on it. First Aid kits are supplied with one or more sets of rubber gloves to protect others from contact with blood. First Aid kits may be found in the team bag or in the equipment box at each diamond.
- H.2 Injuries requiring professional medical attention, including any trips to a hospital because of an injury sustained during a game or practice, must be reported to the Division Convenor. The Head Coach is also required to fill out and submit an Injury Report form to the league within 24 hours of the incident. Incident Report forms are posted on the MNBA website. <https://mnbatigers.ca/images/files/OBA-Incident-Report.pdf>

## Section I. CONTACT RULE

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- I.1 Base runners must slide or attempt to slide to avoid contacting a fielder at any base to avoid injury. Failure to do so may result in the runner being called out for interference.
- I.2 Fielders must clear the base path when not fielding the ball, otherwise obstruction may be called on the fielder.
- I.3 The umpire shall determine whether any contact, by a runner or a fielder, was avoidable and whether contact was intentional, excessive, and/or with intent to injure.
- I.4 Penalties for runners and/or fielders
  - I.4.1 A runner called for interference, depending on the severity of the interference, may be ejected from the game. The ball is dead as soon as interference is called, at which point the umpire shall determine the position of any other runners at the time of the interference. Note: If a runner has scored prior to the infraction that run shall count.
  - I.4.2 A fielder called for obstruction, depending on the severity of the obstruction, may be ejected from the game. Once the play has been complete, the umpire shall call time and award bases accordingly.

## Section J. PITCHER & CATCHER SUBSTITUTION RULE

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- J.1 A pitch thrown in an inning, or an attempt to throw to any base by the pitcher, is considered an inning pitched. Innings allowed means consecutive innings to consecutive batters.
- J.2 A player may not pitch and catch more than the total number of innings allowed in a game. For example, a Mosquito division player, who is allowed to pitch two consecutive innings, may pitch two consecutive innings OR pitch one inning, and catch one inning OR catch two innings per game. (See chart, L.2)
- J.3 On a pitcher's first appearance in a game, they will be allowed no more than six (6) warm up pitches with the exception that, in cold weather, the number of pitches is at the discretion of the umpire. On subsequent appearances as pitcher, the player will be allowed three (3) warm up pitches. Exception: Does not apply to Rookie.
- J.4 Should a pitcher hit two (2) batters in one (1) inning, or three (3) batters in one game and, in the umpire's judgement, the batter made an effort to avoid being hit by the ball, the pitcher must be removed from the mound.
- J.4.1 The following shall not be ruled a hit batter by a pitcher (Baseball Rule 6.08(b)):
- J.4.1.(a) A pitched ball that strikes a batter and in the umpire's judgement the batter made no attempt to avoid being hit, shall be called a ball and no base shall be awarded unless it is ball 4 to the batter.
  - J.4.1.(b) A pitched ball that strikes a batter when the batter has swung at the pitch shall be called a strike.
  - J.4.1.(c) In either case above, the ball shall be ruled dead, and no runners may advance or score except for those that may be forced to advance or score by a walk to the batter.
- J.5 Once a pitcher has been removed from the mound that player cannot return as a pitcher for the remainder of the game.
- J.5.1 A pitcher removed from the mound during an inning may either sit on the bench or assume another position on the field.
- J.6 If a base runner scheduled to become the catcher in the next 1/2 inning reaches base with two outs, the scheduled catcher may be replaced by a pinch runner using any team member, who is not batting in the next four (4) batting positions. Note: A suspended, or injured player may not be used to as a pinch runner.

## Section K. ENDING THE GAME, TIES, AND RESCHEDULING GAMES

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- K.1 Playoff games are played until the full number of scheduled innings are played and a winner is declared or, the time allotment has expired (see B.5).
- K.2 A complete, regular season game is as follows:
- K.2.1 A tie score at the end of a legally completed game will stand, except in the playoffs. Non-completed games or playoff games will be rescheduled and are subject to the following: The same batting order, number of outs, position of runner's etc. will be followed. If new batters are present for the rescheduled game, they will be placed at the bottom of the order. If previous batters are not at the rescheduled game, the batting order will be compressed, and new batters will be placed at the bottom of the order.
  - K.2.2 If ONE FULL INNING HAD NOT BEEN COMPLETED, the rescheduled game will be considered a new game and will start from the beginning. The original line up need not be followed. All rained-out or cancelled games will be re-scheduled by the House League Director.
  - K.2.3 Rescheduled games normally take precedence over the use of diamonds for practices. The House League Convener or Director will arrange to have another team's practice moved or cancelled, if necessary. The House League Convener or Director will arbitrate when two coaches cannot reach an agreeable date, within the two-week period. The convener or Director will schedule the make-up game. Failure to play this game is an automatic forfeiture for one or both teams. A one team forfeit shall be recorded as 7-0.
  - K.2.4 Any game can be ended, due to weather conditions, at any point during any inning at the umpire's discretion. If lightning is seen, the umpire will call time to determine lightening distance by following the umpire manual guidelines. If there is a second lighting strike within 15 minutes, or it is determined that lightening is too close, the game shall be suspended.
  - K.2.5 All cancelled or suspended playoff games will be rescheduled by the division convener or director and will be done in accordance with maintaining the original pace and schedule of the playoff series as best as possible. All teams must be prepared for unforeseeable circumstances and accept changes to the playoff schedule. Teams failing to field sufficient rosters for a playoff game are subject to game forfeiture and/or series elimination as dictated by the playoff format.

## Section L. DIVISION SPECIFIC RULES

L.1 Any team, which plays in a different division at any time during the season, plays by the rules of the division they are playing in.

L.2 Specifics for each division

Innings in Game	Complete After	Note
4,5,6	3	If the home team is ahead at the end of the top half of the last inning necessary to complete a game, the game will be complete.
7	4	

	Minor Rookie 8U	Major Rookie 9U	Mosquito 11U	Pee-Wee 13U	Bantam 15U
Pitching Mound distance	40ft.	40ft.	44ft.	50ft.	55ft.
Base distance	60ft.	60ft.	65ft.	75ft.	82ft.
Consecutive Innings for a pitcher	N/A	N/A	2/game	3/game	4/game
Max. total allowed innings per player for Pitch & Catch position	N/A	N/A	2/game	3/game	4/game
Visits to mound per pitcher <sup>1</sup>	N/A	N/A	3/inning	2/inning	1/inning
Balks.	N/A	N/A	Note <sup>2</sup>	Note <sup>2</sup>	All
Innings	7 or 105 minutes	7 or 105 minutes	5	6	7
Mercy <sup>3</sup> (Max runs / in each of the first 'x' innings)	5/4	5/4	5/4	5/4	5/4
Dropped ball on last strike	No	No	Yes	Yes	Yes
Infield Fly rule	No	No	Yes	Yes	Yes
Defensive players on field	10	10	9	9	9
Minimum number of players <sup>4</sup>	6	6	7	7	7

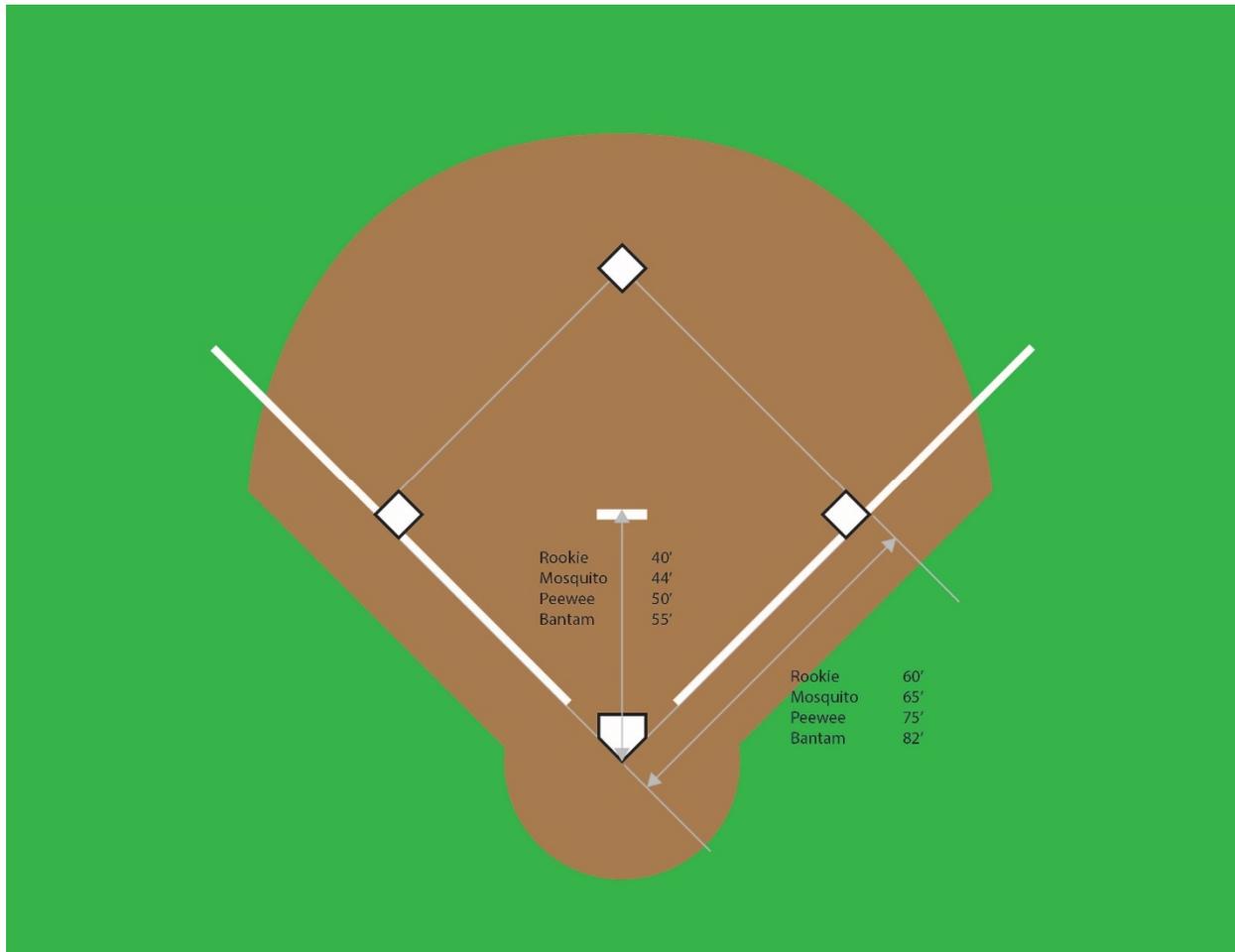
**Note 1** **Visits to mound:** Pitchers must be pulled from the mound on the 4th visit in Mosquito, on the third visit in Peewee, and on the second visit in Bantam.

**Note 2** **Balks:** For Major Mosquito and Pee-Wee only, balks as listed in Baseball Canada, Section 8.05 (a) (b) and (c) only. One (1) warning is to be given per pitcher.

**Note 3** **Mercy Rule:** A maximum of five (5) runs may score in the number of innings listed. For example, 5/4 means that five runs maximum may be scored in each inning, up to and including the fourth inning. Unlimited runs may score in the fifth inning forward to the end of the game.

**Note 4** **Minimum number of players** that must be fielded on a team required to avoid default for regular season and playoff games.

### L.3 Diamond Dimensions and Layout



- L.3.1 No batter's box is to be marked/chalked.
- L.3.2 Foul lines are to be marked/chalked to the fair side of the base line.
- L.3.3 The back (far edge) of 1<sup>st</sup> and 2<sup>nd</sup> bases are to be aligned with the respective division base line distance measured from the tip of home plate.
- L.3.4 The centre of 2<sup>nd</sup> base is to be aligned with the respective division intersecting base line distances measured from the far outside corners of 1<sup>st</sup> base and 3<sup>rd</sup> base.
- L.3.5 The back (far edge) of the pitcher's plate is to be aligned with the respective division measurement for pitcher distance from the tip of home plate.
- L.3.6 The centre of the pitcher's plate is to be aligned on the imaginary line between the tip of home plate and the center of 2<sup>nd</sup> base.

## Section M. ADDITIONAL RULES FOR ROOKIE BALL (8U and 9U)

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- M.1 All innings are pitched with coach operated electric motor driven pitching machine (See M.9) which is to be placed 40-46 feet from the back of home plate.
- M.2 A chalk safety circle, eight feet in diameter will surround the machine.
- M.3 If a legally batted ball hits the pitching machine, or rolls to a stop in the circle, the ball is dead, the batter is awarded first base and any base runner who is forced to advance by the batter is awarded one base. Runners not forced by a batted ball that hits the machine may not advance. If the ball is impeded in the safety circle (i.e., pitcher touches and stops the ball) all runners (forced or not) advance one base and the batter is awarded first base.
- M.3.1 If the ball goes through the circle without touching the pitching machine, coach, or bucket, then it is a live ball, and is played normally.
- M.3.2 The circle includes the chalk that creates the circle. If a fielder plays the ball on the chalk line than the ball shall be deemed a dead ball and the batter is awarded first base.
- M.3.3 Any plays/outs made prior to the ball entering the safety circle stands. (Example: ball is batted, play is made to 1st, the batter is out. Attempt is made to throw out a runner coming into home. Ball hits a player and bounces into the safety circle or hits the machine. Batter is out, runner is safe. Play is dead.
- M.4 The pitching machine speed will be set between 35-40 mph.
- M.5 Adjustments to the direction or angle of the machine to cause it to deliver pitches over the plate are permissible by the operator as required. Changes to the spring tension, distance of the machine to the plate or any other adjustment by the operator that impacts the ball speed, ball height or time of delivery are not allowed unless, in the opinion of the plate umpire, it is required. Any mid-inning adjustments must be made by the umpire or his designate. The coach of the hitting team may request a review of settings; however, the umpire has the final say in the settings.
- M.6 The operator of the machine may be a coach or an adult volunteer. The operator of the machine may not offer coaching assistance.
- M.7 Rookie Ball Pitching Machine Rules
- M.7.1 Each batter is entitled to receive up to 5 hit-able pitches. Three swings without contact either before or upon the 5th pitch and the batter is out. If the batter has not hit after 5 pitches, the batter is out regardless of the number of strikes recorded.
- M.7.2 The umpire may position themselves behind the plate or in an area off to the side but close enough to judge each pitch. The umpire will track and announce the pitch count and strikes for each batter. Batter is out after pitch 5 or strike 3, whichever occurs first.
- M.7.3 A strike will be called for the first 2 fouls. If the batter fouls a third time or more, up to and including the 5th pitch, additional pitches will be delivered until the ball is hit fair, missed (3rd strike) or the batter fails to swing at the final hit-able pitch as judged by the umpire. Example: 1st pitch, no swing (Count = 1 pitch-0 strikes) | 2nd pitch, swing and miss (Count = 2 pitches - 1 strike) | 3rd pitch, foul (Count = 3 pitches - 2 strikes) | 4th pitch, swing and miss (Count = 4 pitches - 3 strikes). Result: Batter is out, and no 5th pitch allowed. Note: a tipped ball caught by the catcher is a strike.
- M.7.4 NO PITCH is declared when:

- M.7.4.(a) A pitch bounces on or in front of home plate or a ball is too high for the batter to hit. However, if the batter attempts a swing, it will be a strike.
  - M.7.4.(b) A pitch causes the batter to jump out of the batter's box to avoid being struck by the pitched ball.
- M.7.5 A NO PITCH will not be counted as part of the 5 pitches.
- M.7.6 The umpire must declare the last or 5th pitch to the batter, prior to the ball being placed in the pitching machine. If the ump fails to declare a 5th pitch, a request of a re-pitch shall occur on appeal of the at bat coach only.
- M.8 Rookie Ball Playing Rules:
  - M.8.1 The defense may consist of up to 9 players. Six (6) infielders; Left pitcher, Right pitcher, 1st base, 2nd base, 3rd base, Shortstop and three (3) outfielders; Left field, Centre field and Right field. Outfielders must remain on the outfield grass until a ball is hit.
  - M.8.2 There is no catcher position. A hitting net is to be placed in the catcher's position to catch all pitched balls as they are delivered from the pitching machine. A bucket of balls will be placed at the pitching machine. Balls are to be collected and returned to the bucket during stoppages in play or as necessary.
  - M.8.3 The pitcher(s) may stand on either side of the pitching machine, outside of the safety circle and even with (or deeper than) the release point of the machine. When a Left and Right Pitcher is used, they may not take up positions together on the same side of the machine nor may the left and right pitcher switch sides between batters. A single pitcher may switch sides between each batter but once positioned may not change sides for the entire at bat. Once the pitch is delivered, the pitcher(s) may move anywhere, including in front of the machine. The pitcher(s) must wear a batting helmet. Either left or right pitcher may assume the catcher's position to make plays at home plate.
  - M.8.4 Base Runners cannot leave the base until the batter contacts the ball. If an infraction occurs, the ball will be declared dead, and runners may not advance. One (1) warning will be issued and for any further infractions thereafter the runner will be called out. (Each team may receive 1 warning).
  - M.8.5 No stealing is allowed.
  - M.8.6 Bunting is illegal and the batter will be declared out. The ball is ruled dead, and No runners may advance or score.
  - M.8.7 Base runners may not advance on a passed ball, or a pitched ball returned to the pitcher by the catcher.
  - M.8.8 Batting – when 3 outs are made, the inning is over.
  - M.8.9 MERCY RULE- maximum of 5 runs per inning up to the final scheduled inning (See Division Chart L.2)
  - M.8.10 All batters must bat in assigned order. An out of order batter that reaches base is out on appeal of a defensive coach/player. The appeal must be lodged before the next batter has completed their at bat.

- M.8.10.(a) A player discovered to be batting out of order may be replaced with the correct batter and allowed to complete the at-bat without penalty. The correct batter will assume the pitch count at the time.
- M.8.11 A fielded team consists of 9 players. A team must field a minimum of 6 players, or the game is forfeited.
- M.8.12 To speed up the game, a bucket of balls will be placed at the pitching machine for the pitching coach. Missed balls will be collected by the pitcher(s) and returned to the bucket at the end of each batter's turn.
- M.8.13 After a ball is legally hit, time is granted to the defense when the ball has been returned to the pitcher, and the defense is no longer trying to get an out. Until such time, base runners may continue to advance at their own risk of being put out. – general guideline is if a base runner is less than 1/3 of the way to next base, and ball has been sent back to pitcher – even if the pitcher drops it – the play is over, and the runner(s) shall not advance.
- M.8.14 On a hit ball, and where a play is made to 1st or 3rd resulting in an overthrow, the ball is dead and base runners may advance only one base from the time of the pitch (i.e., no extra bases are awarded for overthrows to first or third). Runners are permitted to advance on overthrows to 2nd that remain in play.
- M.8.15 Batters at Rookie Ball must drop the bat and not throw it (intentionally or unintentionally) upon hitting the ball. Each team shall be entitled to one warning per game. After the warning, any further offences by a team shall result in the batter being declared out. Runners that advance or score on a hit from a batter declared out because of a thrown bat will be allowed unless the thrown bat interferes with play, or the out is the third out. In the case of the bat interfering with the play, any runners that advanced or scored may be returned to their original base or advanced/scored at the discretion of the umpire's judgment.
- M.8.16 The Infield fly rule does not apply.
- M.9 Louisville Slugger Mechanical Pitching Machine



## Section N. ADDITIONAL RULES FOR MOSQUITO (11U)

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- N.1 Base runners may not leave their bases until the ball leaves the pitcher's hand. Penalty: One warning per team on the first offence. On any subsequent violations, the runner(s) who leave early shall be declared out.
- N.2 Base runners on third cannot advance to home unless hit home (i.e., runners cannot steal home.) On a hit ball, and where a play is made to 1st and after the play is made to 1st the ball is dead and base runners may advance only one base from the time of the pitch (i.e., no extra bases are awarded for overthrows to first).
- N.3 A catcher's attempt to throw a runner out while trying to steal second or third, and after the play is made to the base, the ball is dead and the base runner, if safe, may not advance any further on that pitched ball (i.e., the runner may not advance on overthrows by the catcher to second or third).
- N.4 Bunts and less than a full swing with contact are not allowed and will be counted as an out.
- N.5 The Infield fly rule is in effect.

## Section O. ADDITIONAL RULES FOR PEEWEE (13U)

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- O.1 Lead offs and base stealing are permitted in accordance with regular baseball rules, except,
  - O.1.1 Base runners occupying third base may not advance to home on a passed ball or wild pitch thrown by the pitcher.

## Section P. PROTESTS

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- P.1 Protests based upon The Official Rules of Baseball and/or MNBA House League Rules will be accepted, however, no protest will be accepted because of an umpire's judgment call. The House League RD & P Committee will review acceptable protests.
- P.2 Protests based on the umpire's interpretation of a rule shall be lodged with the umpire at the time of such infraction. The umpire will immediately inform the opposing team's manager. The game will then resume. The umpire will file a report with their convenor within 24 hours. The protesting coach will follow rule P.4.
- P.3 Only the head coach or acting head coach may lodge a protest.
- P.4 All protests shall be clearly written and signed by the team manager or person in charge. Protests must be delivered to the House League Convener / Director within 24 hours of the game, or they will not be accepted.
- P.5 Protests based solely on technicalities that cannot have had any bearing on the outcome of the game will not be upheld.
- P.6 All protests shall be submitted with a \$50 cheque payable to the MNBA. No protest is official unless accompanied by the protest fee. If the protest is upheld, the fee will be returned.
- P.7 The decision of the RD & P Committee is final.

## Section Q. INDIVIDUAL PARK GROUND RULES

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Q.1 The Umpire(s) and Coaches will review all ground rules at the plate meeting 5 minutes prior to the start of the game. The following information is to be considered the Official Ground Rules for the specific park you are playing at. If the park is not listed, the umpires at the game will determine any special ground rules. The sole purpose of these rules is to prevent injury.

**Q.1.1 MEMORIAL PARK**

Q.1.1.(a) Any fair ground ball that hits the lighting poles and then bounces and stays in bounds is a live ball. If the same fair ball bounces out of bounds, it is a dead ball. This is a ground rule double.

**Q.1.2 HUNTERS GREEN**

Q.1.2.(a) Any fair ground ball that touches the path is immediately dead. This is a ground rule double.

**Q.1.3 SETTLERS GREEN**

Q.1.3.(a) Any fair ground ball that hits the hill, or gets stuck in the bush, is to be declared dead immediately. This is a ground rule triple. Any fair, fly ball that lands on the hill is a home run.

**Q.1.4 LISGAR GREEN, MEADOW GREEN, MIDDLEBURY**

Q.1.4.(a) Any fair ground ball that hits the path is to be declared dead immediately. This is a ground rule triple. Any fair fly ball that lands on the path is a home run.

**Q.1.5 EDENWOODS (ST. JOHN OF THE CROSS)**

Q.1.5.(a) Any fair fly ball that goes into the forest is a home run. A batted ball that roles on the ground into the forest is immediately dead and ruled a triple. Any fair ground ball that touches the path is immediately dead and is a ruled a double.

Q.1.5.(b) Any fair fly ball that goes into the into the right field rough or beyond to the sidewalk or further is a home run. If a batted ball that roles on the ground into the rough or beyond is immediately dead and ruled a ground rule triple.

**Q.1.6 FOREST PARK**

Q.1.6.(a) If the ball hits or goes through any part of the tree located on the third base side, it will be deemed a dead foul ball.

Q.1.6.(b) Any fair ground ball that hits the hill, or gets stuck in the bush, is to be declared dead immediately. This is a ground rule triple. Any fair, fly ball that lands on the hill is a home run.

## Section R. ADDITIONAL PLAYOFF RULES

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- R.1 Playoff Team Seeding Tie Breaker Formula in the following order:
1. Most points
  2. Most wins
  3. Record against each other
  4. Run differential in games against each other
  5. Run differential in all League games
  6. Least number of runs allowed in all League games
  7. Coin toss
- R.2 Both teams are responsible for the diamond layout.
- R.3 In preliminary playoff rounds,
- R.3.1 the home team will be awarded to the higher seeded team in the regular season standings
  - R.3.2 In a semi-final playoff game, a coin toss prior to the game will be conducted to determine the home team. The team finishing with the higher standing in regular season play will make the call while the coin is in the air. The winner of the coin toss will make their selection to be the home or visiting team.
- R.4 In Championship Playoff games,
- R.4.1 In a final (championship) playoff game, a coin toss prior to the game will be conducted to determine the home team. The team finishing with the higher standing in regular season play will make the call while the coin is in the air. The winner of the coin toss will make their selection to be the home or visiting team.
  - R.4.2 If a second deciding championship game is required, the team that was home in the first championship game will become the visiting team.
- R.5 If a game goes into extra innings or is suspended, it is considered an extension of the regular game and the pitching limitations do not change. Challenges to this rule are to be made to the umpire as soon as they happen. Scorebooks and defensive lineup records from both teams will be reviewed to determine the facts before proceeding.
- R.6 Scores are to be reported by the winning team before the start of the next scheduled playoff game.