



House League Rules
MOSQUITO
PEEWEE
BANTAM
MIDGET

This North Toronto Baseball Association (NTBA) House League Rulebook is a supplement to the Official Rules of Baseball issued by Baseball Canada, including any addenda.

NTBA rules and exceptions, as outlined in this Rulebook, supersede rules set out by other baseball associations.

LEAGUE PHILOSOPHY

1. To acquire basic skills fundamental to the enjoyment of baseball/softball.
2. To develop and maintain confidence and a sense of self worth.
3. To gain the knowledge and acquire the attitudes needed for active participation in Canadian society.

TABLE OF CONTENTS

Dedication	2
League Philosophy	2
Code of Ethics	
For the Player	4
For the Coach.....	4
For the Spectator	4
Field Rules of Conduct	5
Team Equipment	5
Player Equipment	6
Coaches Responsibility	6
The Playing Field	6
Field Dimensions	7
North Toronto Parks Ground Rules Summary	7
General House League Rules	8
The Team.....	8
Eligible Players and their Equipment	8
Attendance at Games and Practices	9
Games Start Times.....	9
Game Lengths & Cancellations	10
Prior to Start of Game	11
Scoring.....	11
Playing Rules	12
Safety Reminders	14
NTBA Parks Map.....	15

CODE OF ETHICS

FOR THE PLAYER . . .

1. Play the game for the game's sake.
2. Be generous in winning.
3. Be gracious in losing.
4. Be fair at all times, no matter what the cost.
5. Obey the rules.
6. Work for the good of the team.
7. Accept gracefully the decisions of the officials.
8. Believe in the honesty of your opponents.
9. Conduct yourself at all times with honour and dignity.
10. Be respectful of the facilities you use.
11. Recognize and applaud honestly and wholeheartedly the efforts of your team-mates and opponents regardless of gender, colour, creed or race.

FOR THE COACH . . .

1. Opposing teams and spectators are welcome guests.
2. No advantage, except that of superior skill, is to be sought over others.
3. Officials and opponents are to be regarded and treated as honest in intention.
4. The decisions of the officials must be honoured.
5. To win is always desirable but to win at any cost defeats the purpose of the game.
6. Defeat is honourable when the best has been given.

FOR THE SPECTATOR . . .

1. Be respectful of the facilities you use.
2. Decisions of the officials, no matter how unfair they may seem, are to be accepted.
3. Accept both victory and defeat with control.

FIELD RULES OF CONDUCT

1. SMOKING IS NOT ALLOWED IN THE SPECTATOR AREAS AROUND THE BASELINES, ON OR NEAR THE PLAYING FIELD.
2. Players and coaches are not permitted to harass or direct any discourteous remarks at the officials or any member of the opposing team.
3. Managers, coaches, players or spectators engaging or persisting in conduct contrary to the spirit, principles and objectives of good sportsmanship in Baseball/Softball shall receive a single warning from the umpire. If the offence is continued, the offender will be removed from the game.
4. Anyone removed from the game must leave the playing field and, if directed by the umpire, the spectator area. Failure to do so could result in forfeiture of the game.
5. The combined umpires' decision is final. If any player or coach is ejected from the game, a report will be made to the President and the ejection may be subject to review by the Discipline Committee.

TEAM EQUIPMENT

Catcher's Equipment

Chest protector, shin guards, face mask with *throat guard*, and helmet must be worn during practice, game warm-ups, as well as during regular games.

Helmets

Each team is assigned 5 helmets of assorted sizes. Batters, base runners and on deck hitters *must wear a helmet with chin strap done up*. Players coaching at the bases must wear helmets. Coaches are advised to wear helmets.

Baseballs

Each team will be issued N.T.B.A. regulation balls. Home team to provide new game ball for each game.

Bats

Each team will be issued **3 N.T.B.A. regulation aluminum bats** (sizes differ for each division). *Players must use only league bats, no personal aluminum or wooden bats will be permitted.* Any league bat introduced into the game may be used by either team providing the usage of the bat does not interrupt play. **DO NOT USE BATS TO HAMMER IN BASES!**

Rulebooks

Rulebooks are not permitted on the playing field.

PLAYER EQUIPMENT

Complete uniform

Team hat, shirt, pants, and **protective cup**. *These items must be worn at all times; otherwise, the player will not be allowed to play.*

Protective cups

As stated above, all players must wear genital protective cups during practice and game play. NO EXCEPTIONS.

Mouth guards

Recommended but not mandatory.

Footwear

Shoes with metal cleats are *strictly prohibited*. Shoes with molded rubber cleats may be used.

Gloves

The catcher must wear a catcher's mitt.

The first baseman may wear a trapper glove. All other members of the fielding team must wear only fielder's gloves (fingered). Batting gloves may be worn.

Jewelry

No jewelry may be worn during play, ie. rings, watches, etc. This rule does not apply to a medic alert bracelet.

COACHES' RESPONSIBILITIES

1. Coaches are responsible for the equipment assigned from the Association to their team. All equipment is to be returned at the end of the season in good condition. Each bag of equipment costs about \$1000.00 to replace.
2. Coaches are asked to go through their bags at the beginning and end of each season, note any deficiencies and/or defects and report these to the Director of Equipment.
3. Coaches are asked to ensure that the bags returned at the end of the season are clean. Dirt, extra clothing, gloves, etc. should be removed from the bags and helmets and other non-porous equipment should be washed.

THE PLAYING FIELD

OUT OF BOUNDS RULE

The boundary of the playing field is defined by the backstop screen and a line extending from the ends of the screen running parallel to the base lines. A ball that touches the ground beyond the boundaries of the playing field is considered **out of bounds**. A fly ball caught out of bounds is considered a foul ball.

FIELD DIMENSIONS

	Rubber to Home	Bases Apart	Home to 2 nd
MOSQUITO	44'	65'	91' 11"
PEEWEE	50'	75'	106' ¾"
BANTAM	55'	82'	115' 11 5/8"
MIDGET	60' 6"	90'	127' 3 3/8"

The distances above are measured from the back of home plate to the centre of the base or the front of the pitching rubber.

BE SURE THE FIELD IS PROPERLY SET UP FOR YOUR DIVISION!

GROUND RULES: NORTH TORONTO DIAMONDS DAVISVILLE

1. There are three trees in right field. Beyond them, from the pole to the left of these trees all the way to foul territory is out of play. A ball hit on the fly past this boundary is a home run. A ball that bounces or rolls past this boundary is a ground rule double.

EGLINTON PARK (NORTH DIAMOND)

1. A ball that hits the trees in foul territory is a dead ball.
2. A ball that bounces in the area of the men's washroom where a fielding player would have to jump, climb, or otherwise detour to field the ball is a ground rule double.

EGLINTON PARK (SOUTH DIAMOND)

1. A hit ball that passes the path in right and right-centre field before hitting the ground is a home run.
2. A ball that passes the path in right and right-centre field after touching the ground is a ground rule double.
3. A hit ball that strikes the pavement in centre field before hitting the ground is a home run (except in Allstar and Bantam, where this is only a ground rule double).

MEMORIAL (both diamonds)

1. A hit ball that does not touch the ground before going on top of, between, or past the portables is a home run.
2. A hit ball that touches the ground before going on top of, between or past the portables is a ground rule double.

WANLESS

1. A hit ball that reaches the road on the fly is a home run.
2. A hit ball that reaches the road after touching the ground is a ground rule double.

GENERAL HOUSE LEAGUE RULES

THE TEAM

1. Each team consists of 9 to 15 players.
2. In an effort to provide equal opportunity for all players, teams will be balanced after the third game. This may involve moving players to different teams so that all teams have relatively equal skills. The Convenor has the final say in such matters. All coaches and parents shall abide by these changes. A player who is traded **must change teams** or the player will be asked to leave the league. Special circumstances may cause these time limits to be adjusted.

ELIGIBLE PLAYERS AND THEIR EQUIPMENT

1. Only players registered with the North Toronto Baseball Association (NTBA) can take part in games.
2. Any player who registers late will be assigned to a team by the Convenor.
3. With the exception of personal equipment and gloves, only NTBA equipment is to be used.

ATTENDANCE AT GAMES AND PRACTICES

1. A player must not miss more than 3 games in the season. A player who does not meet the minimum attendance requirement may be subject to a sanction imposed by the coach or convenor or the player may be suspended. A suspension may only be imposed by a Convenor, but the suspension will not be enforceable until and unless it has been reviewed and upheld by the Discipline Committee.
2. Coaches should keep track of attendance and encourage all players to attend all practices and games.
3. **Coaches will contact all players who miss more than two consecutive events.**
4. A player should inform his/her head coach if unable to make games or practices.

GAME START TIMES

1. A team failing to field at least 7 players by 15 minutes after the official start time forfeits the game. The score will be registered as 1 to 0. In July and August only, Full Season teams may “borrow” registered players from spring teams to avoid default.
2. If a team fields either 7 or 8 players, the rotation shall be followed to a maximum of 5 runs per inning.
3. For Fall evening games, teams will be allowed only 10 minutes grace period to field a complete team.
4. In the event that a default occurs, the teams may choose to play an exhibition game in which case coaches and umpires must remain at the field for the duration of the game and treat the game as they would a normal season game.

GAME LENGTHS AND CANCELLATIONS

1. Regulation game length is maximum seven (7) innings. No game other than a Championship Final shall go beyond seven (7) innings. Game playing times may be altered if, in the opinion of the Senior Umpire, continuing the game may be dangerous to the safety of the players.
2. When there is a game immediately following: No complete inning shall start more than **one & three quarter (1 3/4) hours** after the scheduled starting time of the game. This rule shall not apply where the game is Championship Final.
3. When there is no game immediately following: No complete inning shall start more than **two (2) hours** after the scheduled starting time of the game. This rule shall not apply where the game is a Championship Final.
4. Evening Games will start with the first pitch at **6:00 PM (subject to a 10 minute grace period)**. Fall games may start earlier.
5. The final score will be the score at the end of the game. Games are 'official' after 3 1/2 innings have been completed.
6. In the event that the score is tied at the end of 7 innings or at the end of the scheduled playing time: If the game is a round-robin playoff game, the score will be recorded as a tie. If the game is a Semi-final or Final game, play shall continue until a winner has been determined.
7. In the event that two or more teams are tied in the standings and where a winner must be determined, the winner shall be the team with the higher percent net runs scored (i.e. runs "for" less runs "against" divided by total runs scored).
8. Obvious rainouts should be coordinated between Head Coaches at least **1 hour** prior to the scheduled start time. After this is done, the coach of the HOME team shall contact the Umpire Captain and Convenor so that the umpire(s) will be cancelled. Failure of the two teams to cancel the game means that both teams must proceed to the park and the Senior Umpire will make the final decision. An Umpire will be paid in the event that the umpire reports to the diamond and the game is called on account of rain..
9. Games that are postponed/called because of weather will be rescheduled, if possible, by the Convenor. The Convenor must clear any rescheduled games with the Registrar and notify the relevant coaches and umpire captains as soon as possible.

PRIOR TO START OF GAME

1. Home teams use the third base dugout; visiting teams use the first base dugout.
2. The home team shall have the first opportunity for batting warm-ups. The home and visiting teams shall have equal time for batting and fielding warm-ups.
3. The home team shall put out the bases; visitors to assist. Home team shall also obtain the Umpire's equipment and all this must be completed 10 minutes prior to the official start time. The visiting team shall put away the equipment (including pitching machine and end electrical cord if there is no immediately following game). Coaches on both teams are responsible and must make sure that the equipment is put away unless it is obvious that another game is scheduled to start immediately after.
4. Infield warm-ups must be held prior to ten (10) minutes before scheduled game time.

SCORING

1. It is the responsibility of the winning team to report the score to the Convenor.
2. Both teams must keep score.
3. Copies of the line-up are to be given to the opposing team prior to the scheduled start of the game.
4. A Championship Final may continue beyond seven innings until a winner has been decided. The Umpires shall decide when the game should be called on account of darkness or other factors that might impair the safe completion of the game.

PLAYING RULES

THESE RULES WILL APPLY TO ALL DIVISIONS UNLESS STATED OTHERWISE.

1. **All players must be included in the batting order at the beginning of the game.** Players who arrive after the game has started must be added to the end of the order and must play in the next defensive inning.
2. **A team may only score a maximum 5 runs per any 1/2 inning played.** The 1/2 inning is over as soon as the 5th run crosses home plate regardless of men left on base and the number of batters out. The next 1/2 inning commences with the batter following the last batter (who had a complete at-bat) appearing at the plate the preceding inning.
3. The umpire will keep the game moving. **Only 3 warm-up pitches are allowed each inning.**

IN MOSQUITO, PEEWEE AND BANTAM

3. Subject to the following, coaches must distribute playing opportunities as evenly as possible, whatever a player's calibre. There should be an equal rotation between different infield and outfield positions.

IN MOSQUITO AND PEEWEE

4. Except for pitcher and catcher, no player shall play the same position for more than two innings per game. As a general rule, players are to play all positions as equally as possible; however, a coach does have some discretion. For example, if a player is of limited ability such that playing first base or catcher might be dangerous, then that player need not play those positions. He/she should, however, play other infield positions. There is no obligation to have all players play pitcher or catcher but they should be encouraged to do so.

IN ALL DIVISIONS

5. A pitcher or catcher may remain at his/her respective position for three consecutive innings, but must then take a turn to sit out if the player has not already done so. A pitcher or catcher may remain at his/her respective position for the last four innings of a seven inning game provided that the player has already taken a turn on the bench. **A second or subsequent pitcher that starts prior to the 4th inning can only pitch three innings.** All Star pitchers (A, AA, AAA) are not permitted to pitch in any house league playoffs.

6. In **BANTAM** and **MIDGET**, the coach has full discretion to place players at any position but should continue to attempt to place players using an equal rotation of positions. Over the course of the season, all players shall receive equal playing time regardless of their abilities, including pitchers and catchers.
7. No player shall sit out for two consecutive innings. Except for pitchers and catchers, as described in their respective divisions, no player shall sit out a second inning before every other player has sat out one inning.
8. In Mosquito and Peewee only, no player may pitch in two consecutive games, *no matter how much time there is between the games*. In Bantam and Midget only, no player may pitch on two consecutive days. In all divisions, a pitcher who has already pitched may not be brought back to pitch in a game. An All-Star game or a defaulted game will not count as a game for the purposes of this rule.
9. In **BANTAM** and **MIDGET** only, a batter may run on a dropped third strike.
10. If the game is a Semi-final or Final game and the play is to continue beyond the regular playing time because of a tied score: Rotation rules will continue to be in effect. In **MOSQUITO** and **PEEWEE** only, a new pitcher must be employed if the last pitcher has pitched four innings.
11. In **MOSQUITO** and **PEEWEE** only, there are no lead-offs and runners can steal only after the ball has crossed home plate. The umpire shall give a team warning for the first infraction. For subsequent infractions by any member of the warned team, the runner shall be called out. In addition, a **MOSQUITO** runner may reach home plate only if the play originated with a hit ball or a walk with the bases loaded. A **MOSQUITO** runner may not reach home plate by stealing. A **PEEWEE** runner may steal home plate.
12. A catcher may not intentionally block home plate. If the catcher does this, the umpire will automatically call the runner safe. A base runner may not collide with a catcher or baseman with intent to knock the ball loose. If in the opinion of the umpire this occurs, the runner will be called out whether or not the base or plate was blocked. Base runners are encouraged to slide to avoid injury and collisions.
13. Intentional walks are not permitted.
14. No bunting is allowed in Mosquito or Peewee. If there is an attempt to bunt the ball is called dead ball, and it is a strike.

15. The **Infield Fly Rule** applies to all Divisions.

Clarification of Infield Fly rule. An **INFIELD FLY** is a fair ball (not including a line drive or an attempted bunt) which can be caught by an infielder with ordinary effort, when first and second, or first, second and third bases are occupied, before two are out. The pitcher, catcher and any outfielder who stations himself in the infield on the play shall be considered infielders for the purpose of this rule.

When it seems apparent that a batted ball will be an **INFIELD FLY**, the umpire shall immediately declare “Infield Fly” for the benefit of the runner. If the ball is near the baselines, the umpire shall declare “Infield Fly, if Fair.”

The ball is alive and runners may advance at the risk of the ball being caught, or retouch and advance after the ball is touched, the same as on any fly ball. If a hit becomes a foul ball, it is treated the same as any foul.

If a declared Infield Fly is allowed to fall untouched to the ground, and bounces foul before passing first or third base, it is a foul ball. If a declared infield fly falls untouched to the ground outside the baseline, and bounces fair before passing first or third base, it is an Infield Fly.

On the infield fly rule, the umpire is to rule whether the ball could ordinarily have been handled by an infielder – not by some arbitrary limitation such as the grass, or the base lines. The umpire must rule also that a ball is an infield fly, even if handled by an outfielder, if, in the umpire’s judgment, the ball could have been as easily handled by an infielder. The infield fly rule is in no sense to be considered an appeal play. The umpire’s judgment must govern, and the decision should be made immediately.

When an infield fly rule is called, runners may advance at their own risk. If on an infield fly rule, the infielder intentionally drops a fair ball, the ball remains in play despite the provision of Official Rules of Baseball 6.05(L). The infield fly rule takes precedence.

SAFETY REMINDERS

Warm up before every game. Stretch slowly and gently. Never bounce. Take your time.

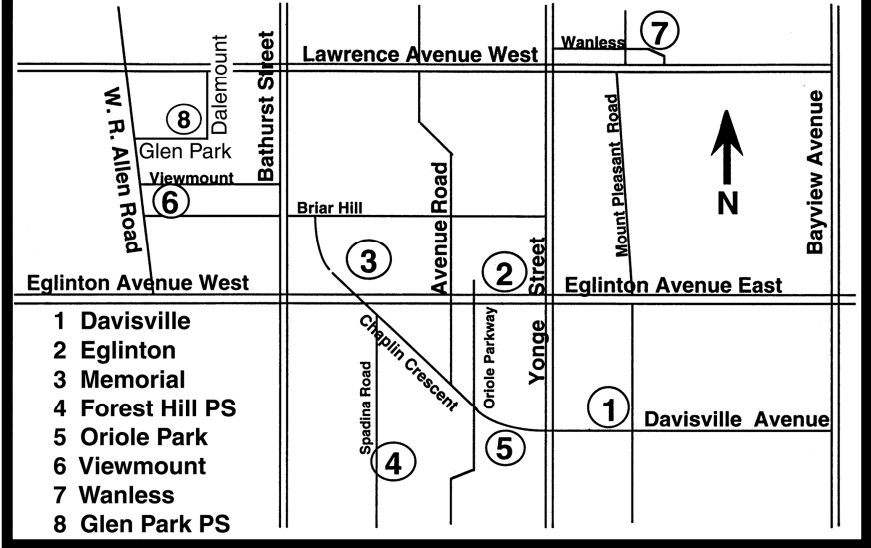
Do up your chinstraps, even when you're waiting on-deck. Never wear caps under helmets. They can severely cut you.

Stay behind the fences, unless you're on-deck or batting. You could be called for INTERFERENCE!

Please Note:

Out of respect for local residents, please do not park illegally in or around Eglinton Park before, during or after games. Please clean up any litter or debris left in the dugouts, the playing field and the spectators areas after your game.

North Toronto Baseball Association Parks



Girls Softball	4
Rookie Ball	5
Spring Mosquito	3
Full Season Mosquito	3
SpringPeeWee	1,6,7
Full Season PeeWee	2
Bantam	2
Midget	2,8

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NORTH TORONTO BASEBALL ASSOCIATION

Box 1312

P.O. Station K

2384 Yonge Street

Toronto Ontario

M4P 3J4

E-mail: info@ntbaseball.com