



House League Rules

T-BALL JUNIOR

T-BALL SENIOR

ROOKIEBALL

MOSQUITO

PEEWEE

BANTAM

MIDGET

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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.
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.

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 teammates 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 decision 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, OR ON OR NEAR THE PLAYING FIELD.**
- 2. ALCOHOLIC BEVERAGES ARE NOT ALLOWED IN THE SPECTATOR AREAS, AROUND THE BASELINES, OR ON OR NEAR THE PLAYING FIELD.**
3. Players and coaches are not permitted to harass or direct any discourteous remarks at the officials or any member of the opposing team. NEW for 2017: uniformed umpires observing abusive language or abusive behavior at any time by anyone wearing a NT uniform will automatically issue a warning that is reportable to the league. A second warning at any point during the season will result in an automatic game ejection and review by the league.
4. Managers, coaches, players or spectators engaging or persisting in conduct contrary to the spirit, principles and objectives of good sportsmanship in Baseball shall receive a single warning from the umpire. If the offence is continued, an offender will be removed from the game.
5. 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. The game will not proceed until the rule is complied with.
6. The combined umpires' decision is final. If any player or coach is ejected from a 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 and playoff games.

HELMETS

Each team is assigned 5 helmets of assorted sizes. Batters, base runners and on deck hitters must wear a helmet with chinstrap done up.

In ROOKIEBALL, each team is assigned 2 pitching helmets. The pitcher must wear the pitching helmet when on the field.

Players coaching at the bases must wear helmets. Coaches are advised to wear helmets.

BASEBALLS

Each team will be issued NTBA regulation balls. Home team will provide new game ball for each game.

BATS

Each team will be issued 3 NTBA regulation aluminum bats (sizes differ for each division). 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!**

In MIDGET: Wood bats only. No aluminum bats permitted.

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 mold rubber cleats may be used.

GLOVES

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.

For Mosquito, Peewee, Bantam and Midget divisions, the catcher must wear a catcher's mitt.

JEWELRY

No jewelry may be worn during the game (i.e. watches, rings, necklaces, bracelets, 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 in good condition. All equipment is to be returned at the end of the season.
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. As a courtesy, 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 BOUND RULES

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

Division	Rubber to Home	Bases Apart	Home to 2 nd
T-BALL JUNIOR AND T-BALL SENIOR		45'	
ROOKIEBALL	50'	60'	84' 10 ¼"
MOSQUITO	44'	65'	91' 11"
PEEWEE	50'	75'	104' 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!

ROOKIEBALL DETAILS NOTED BELOW, REPLACE DISTANCE WITH INFORMATION IN THE TABLE ABOVE FOR OTHER DIVISIONS

1. The **Pitcher's Rubber** is 50 feet (15.3m) from the point of **home plate** and the **bases are 60 feet** (18.3m) apart.
2. **Batter's boxes** are 3 feet (.9m) wide and 6 feet (1.8m) long. The inside lines are parallel to and 4 inches (.1m) away from the side of home plate.
3. **The coach's boxes** are 4 feet (1.2m) wide and 8 feet (2.4m) long and are not closer than 6 feet (1.8m) to the base lines.
4. The **Infield Arc** is a line dividing the infield playing area from the outfield. It has a 50 foot radius from the centre of the pitcher's plate extending from boundary line to boundary line.
5. The **Safety Circle** is an 8-foot diameter circle marked around the pitcher's mound and with its centre 50 feet from Home Plate.

6. The **Home Plate Area** is the area around home plate bounded at Oriole Park by the batting cage. (The front edge of the area at some parks is identified by an arc, rather than a straight line from one end of the screen/batting cage to the other).
7. The **Playing Field** is the area defined by the backstop screen and a line extending from the ends of the screen running parallel to the base lines.

GROUND RULES – NORTH TORONTO DIAMONDS

ORIOLE PARK

1. If a ball is **lodged in a tree**, all runners shall **advance 2 bases** from the start of the play.
2. If a ball stops **under a picnic table**, all runners shall **advance 2 bases** from the start of the play.
3. If a ball reaches the **road or the hill in left field** on the fly, the play is a **home run**.
4. If a ball reaches the **road or the hill in left field after touching the ground**, the play is a **ground rule double**.

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.
2. A ball hit on the fly, past this boundary is a home run.
3. A ball that bounces or rolls past this boundary is 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 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.

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 Rep and Bantam, where this is only a ground rule double).

GENERAL HOUSE LEAGUE RULES

THE TEAM

1. Players will be assigned to teams by the league. Reasonable efforts will be made to ensure competitive balance.
2. The Convenor may make mid-season trades to accommodate roster concerns or address competitive balance. All coaches and parent shall abide by these changes. A player who is traded must change teams or the player will be asked to leave the league.

ELIGIBLE PLAYERS AND THEIR EQUIPMENT

1. Only players registered with the North Toronto Baseball Association (NTBA) can take part in games.

ATTENDANCE AT GAMES AND PRACTICES

1. A player should inform his/her head coach if unable to make games or practices.

GAME START TIMES (T-BALL SENIOR TO MIDGET)

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 7 to 0.
2. In order to significantly reduce the potential for a default, during the regular season only, teams are allowed to have 2 **substitute players to a maximum of 10** total players. Eligible players are any player with NTBA at the same age group or younger. Convenors are encouraged to facilitate this process. **No substitute players are to be used during playoffs.**
3. If a team fields either 7 or 8 players, the batting order shall be followed to a maximum of 5 runs per inning.
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 (T-BALL SENIOR TO MIDGET)

1. Regulation game length is **seven (7) innings maximum**. No regular season or round-robin playoff game shall go beyond seven (7) innings. Playoff games (quarter-final, semi-final and championship) shall be played to completion. 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. **No new inning shall start more than one hour and forty-five minutes (1:45)** after the schedule starting time of the game. At the Convenor's discretion, longer games can be scheduled. Start time is determined by the schedule start time, not the time of first pitch. Umpires may, at their sole discretion, alter the start time to accommodate unforeseen circumstances preventing the game from starting on time (e.g. weather or field issues). The rule shall not apply to Championship Final.
3. The final score will be the score at the end of the game. Games are **"official"** **after 4 innings** are completed or if the **home team is winning after 3 ½ innings** have been completed (applies to rainouts only).
4. 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 regular season game or a round-robin playoff game, the score will be recorded as a tie. If the game is a Quarter-final, Semi-final or Championship Final game, play shall continue until a winner has been determined.
5. In the event that two or more teams are tied in the standing 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 the total runs scored).
6. 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 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 about whether to play. An umpire will be paid in the event that the umpire reports to the diamond and the game is called on account of rain.
7. 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 Captain(s) 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. For Rookieball, if the electrical cord and pitching machine are not already on the field, the home team shall put these out 40 minutes prior to the commencement of the game.
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 (For Rookieball: including the pitching machine and electrical cord if there is no game immediately following). **Coaches of 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.

SCORING (T-BALL SENIOR TO MIDGET)

1. It is the responsibility of both teams to report the score to the Convenor.
2. Both teams must keep score.
3. A copy of the line-up is to be given to the opposing team prior to the scheduled start of the game.
4. A Quarter-final, Semi-final or Championship Final game 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

T-BALL JUNIOR DIVISION

T-BALL JUNIOR is a game of baseball between two teams of up to 14 players under the direction of a manager and coaches played in agreement with the Official Playing Rules as modified by NTBA (***see bold, underlined and italics***) under the authority of an umpire on a recommended T-Ball field.

It is designed to get young people interested in the game of baseball by stressing and maintaining active participation of all the players, with mandatory alteration of players at a game, with the offensive team utilizing the entire roster as batters to score as many runs as possible and the defensive team using 7 infielders, the balance of players as outfielders to make as many outs as possible in accordance with the rules.

The objective of NTBA **T-BALL JUNIOR** is to promote and develop fundamental baseball skills (throwing, catching, running and hitting), and a general knowledge of the game of baseball with particular emphasis on respect, sportsmanship and fun.

Offensive Team

Batting: The entire roster present (late arrivals being added to the end of the batting order) will bat in each inning. The number of players on the team having the most players present will determine the number of batters, the team with fewer repeat-batting the top of the order in each inning to balance, then commencing the next inning with the next batter in the order.

Hitting: ***Each batter is allowed six swings*** in order to hit a fair ball that reaches, or is deemed by the umpire to be hit well enough to reach, an imaginary line extending between 1st and 3rd base (the Pitcher's Line); the batter Strike's Out if unable.

Dead Hit: A ball hit in fair territory that does not reach the Pitcher's Line.

Thrown Bat: When the batter releases or throws the bat in such a manner, in the opinion of the umpire, that could cause either the catcher or the umpire to be hit. Penalty; 1st occurrence – team warning; 2nd occurrence for that team – the batter is out. However, play continues and the ball is live until time is called, all outs and legal advancements will stand. After time is called, the umpire will call "Batter Out – Thrown Bat".

Defensive Team

All players field in any inning, all fielders in fair territory, the infielders behind the Pitcher's Line. Alternate infield/outfield players each inning; no one to play 2 consecutive innings in the outfield.

Two defensive coaches are allowed in the outfield, as well as 1st and 3rd base coaches; they are positioned to verbally encourage, direct players and keep players alert to the game. Coaches may not interfere with the ball and may not physically assist a defensive player in making a play while the ball is in play.

Defensive Alignment:

1. Catcher, playing behind home plate or off to the side far enough away to avoid being hit by a thrown bat; helmet/mask, chest protector and shin guards to be worn at all times.
2. Pitcher, positioned on the Pitcher's Line between home plate and 2nd base
3. 1st baseman
4. Between 1st and 2nd base shortstop
5. 2nd baseman
6. Between 2nd and 3rd base shortstop
7. 3rd baseman
8. **Up to 7 outfielders in fair territory**

Outs:

1. Failure to hit ball in fair territory to the Pitcher's Line in six swings
2. Caught fly-ball
3. Force-out at any base; pitcher is not allowed to tag a runner and must throw ball to any base or home plate. All other defensive players can make force-outs or tag-outs at any base/home plate.
4. Base runner tagged or struck by fair territory hit ball
5. 2nd occurrence thrown bat

6. Running of the baseline to avoid a tag

Last Batter: The batter, as well as any base runners not having yet reached home plate, is declared out when the catcher or pitcher receives the ball and touches home plate. No other player can force-out the last batter.

General

Diamond lay-out: The home team is responsible for setting home plate and the bases, **at 45 feet** and collecting them at game end.

Length of skills/games: Fifteen to thirty minute skills, plus a 5 inning game, not to exceed a total of 2 hours. Darkness prevails for evening sessions.

Player Uniform: Running shoes or shoes with molded rubber cleats (no metal) allowed. Plastic cup-type athletic support must be worn.

Batting Helmets: Must be worn by batter, base runners and on-deck batter.

“Lead-Offs”: Not allowed. Base runner must wait until ball is hit. “Base Stealing” is not allowed.

Bunting: Not allowed

Batting Orders: Must be followed in each inning

Fielder’s Choice: A “fielder’s Choice” is when any defensive player has control of the ball in the infield area and in the judgment of the plate umpire there is no attempt to make a play on any of the base runners, time will be called, and the base runners, in the judgment of the umpire, will be held on the base they last occupied or the unoccupied base they were approaching when time was called. A player raising his/her hand with the ball therein above his/her head **will not** automatically attain a call of time by the umpire.

Scorekeeping: Score books are provided. However, all “fun games” could easily end in a tie.

NTBA T-Ball Coaches: We recommend that you visit www.baseballontario.com, click on “Constitution”, go to pages 53 through 59 to review “The Approved Rules of T-Ball”.

GENERAL RULES (T-BALL SENIOR TO MIDGET DIVISIONS)

THESE RULES WILL APPLY TO ALL DIVISIONS UNLESS STATED OTHERWISE.

1. To **BEGIN THE GAME**, the plate Umpire shall instruct the home team to take their positions on the field and call “**PLAY BALL**” for the first batter of the “offensive” team.

Rotation

1. Coaches must distribute playing opportunities as evenly as possible.
2. Players must spend an equal amount of time in the infield and the outfield.
3. Every player must be given an equal opportunity to play every position.
4. No player shall sit out more than one inning (T-BALL SENIOR AND ROOKIEBALL only).

Batters

1. **All qualifying players must be included in the batting lineup 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. **Batting lineups must be followed each inning.** A batter who fails to bat in his/her proper batting position in the lineup shall be declared out-on appeal by the defensive team, if another player completes an at bat in his/her place. However, for T-BALL SENIOR AND ROOKIEBALL, the proper batter may take his place in the batter’s box at any time before the improper batter becomes a runner or is put out and any strikes shall be assumed by the proper batter.
3. If an improper batter becomes a base runner or is put out and the proper appeal is made before the first pitch to the next batter:
 - a. The plate Umpire shall declare the proper batter out, and nullify any advance or scores made by the base runners because of a ball batted by the improper batter;
 - b. The next batter will be the player in the batting order whose name follows that of the proper batter.
4. If an improper batter becomes a base runner or is put out and a pitch is made to the next batter before an appeal is made following the improper batter’s completing his/her at bat:

- a. An appeal will not be considered by the umpire;
 - b. The improper batter becomes legal and the player in that position is considered to have completed his turn;
 - c. The next batter shall be the batter whose name follows that of the legalized improper batter.
5. **Throwing the bat is dangerous and could cause serious injury.** The Umpire will decide if the batter has thrown his bat. ONE warning will be issued per team and the coach will be advised. A second offense by a batter on the same team will result in the batter being automatically OUT. If the ball is hit, a base runner will return to the base that the runner previously occupied. Umpires will enforce this rule! (Scorers should help umpires keep track of offenders.)
6. **The batter becomes a base runner when:**
- a. The batter hits the ball legally in fair territory; or
 - b. **In ROOKIEBALL**, the pitching machine interferes with the batter's hit. In this case the ball is declared dead, the batter is awarded first base. No runners may advance except those forced by the batter.
7. **The batter is out when:**
- a. The batter's fair, line drive or foul fly is caught by a member of the defensive team. The ball is alive and in play until "Time!" is called by the umpire;
 - b. **In T-BALL SENIOR AND ROOKIEBALL**, the batter has 5 strikes called. The ball is dead and the runners may not advance.
8. **In T- BALL SENIOR AND ROOKIEBALL, batters may not run on a 5th strike.**

Runners

1. The base runner is out:
- a. On a force play;
 - b. When tagged;
 - c. When running off a baseline to avoid a tag;
 - d. When hit by a fair-batted ball before the ball has touched or passed an infielder (not including the pitcher) trying to make a play on the ball. The ball is dead; the batter is entitled to 1st base and no runner may advance;
 - e. If he/she intentionally interferes with a thrown ball;
 - f. If he/she interferes with a defensive player trying to field a batted ball; or

- g. If he/she deliberately collides with a fielder or catcher with the intent of knocking the ball loose.
2. The runner is tagged when the runner is touched by a defensive player having the ball in his/her glove or bare hand.

Overthrows

1. If a throw results in an overthrow where the ball remains within the boundaries of the playing field, the base runner(s) shall be permitted to advance as many bases as possible, until **"TIME"** is called by the Umpire.
2. If a throw from the infield or outfield results in an overthrow where the ball goes out of bounds, an offensive base runner shall be permitted to advance to the base that the runner was approaching (i.e. when past half way), at the time the ball was thrown plus on more base.

Catcher's Participation (T-BALL SENIOR AND ROOKIEBALL only)

1. Catchers shall put their equipment on as soon as possible after they have batted.
2. After **"TIME"** has been called the catcher (rather than the Umpire) should place the balls that have landed in the cage area during the play into the provided container.
3. A catcher may not intentionally block Home Plate without the ball. If this occurs the Umpire will call the runner safe.

Pitcher's Participation (T-BALL SENIOR AND ROOKIEBALL only)

1. The **pitcher may not leave the infield.**
2. The **pitcher is the only player who may assist the catcher.** If **any other defensive player** crosses into the Home Plate Area, the Umpire will call **"Time"** and **all runs will score.**

Interference

1. An umpire will **automatically award a base if a runner is interfered** with by any defensive player other than the one fielding the ball, whether the interference was deliberate or not.
2. **Outfielders must be on the outfield grass** before play can resume (T-BALL SENIOR AND ROOKIEBALL only).

3. **No player**, including the catcher, **shall block a base path** unless in the process of making a play.
4. A runner must get out of the Home Plate Area as soon as he/she has crossed home plate.

General

1. The offensive team's turn at bat ends when:
 - a. There are 3 outs recorded; or
 - b. Five (5) runs are scored. A team may only score a maximum of 5 runs per any $\frac{1}{2}$ inning played. The $\frac{1}{2}$ 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 $\frac{1}{2}$ inning commences with the batter following the last batter (who had a complete at-bat) appearing at the plate the preceding inning.
2. The umpire will keep the game moving.

T-BALL SENIOR AND ROOKIEBALL DIVISIONS

Fielding

1. The fielding team may play a minimum of 7 players and a maximum of 11 players on the field. Where the fielding team has 10 players, one player must be positioned as a second pitcher on the infield or as a fourth outfielder. Where the fielding team has 11 players, one player must be positioned as a second pitcher and one as a fourth outfielder.
2. When a team fields 7 or 8 players, the rotation shall be followed by a maximum of 5 runs per inning.

On Deck Batters

Will remain behind the screen until called by the Umpire (“Batter Up!”). Coaches will ensure that all players and spectators remain behind the screen at all times and behind the imaginary lines parallel to the first and third base lines. No spectator, player or Coach shall stand behind the screen directly behind the Umpire.

General

1. **In T-BALL SENIOR**, the player is given the option to hit off the T or have coach pitch. If the player selects coach pitch, there are two coach pitches and the player swings once off the T. If the player selects to hit off the T, the player has unlimited number of swings.
2. **In ROOKIEBALL**, a pitching machine is used for all players.
3. There is no Infield Fly rule in **T- BALL SENIOR AND ROOKIEBALL**.
4. **No leadoffs shall be taken.** If any runner has taken a leadoff, the base Umpire shall stop the play and declare the runner out. All other base runners will return to their original bases and the batter (if not put out) will return to bat with the same count.
5. **“Time”** is called by the Umpire when:
 - a. The ball goes **OUT OF BOUNDS**;
 - b. **Any infielder** signifies he has control of the ball **by raising it over his head in his glove or his throwing hand while standing in the infield**;
 - c. The ball hits the pitching machine (ROOKIEBALL) or Coach pitcher (T-BALL SENIOR)

6. Once “Time” is called by an infielder while in the infield in fair territory, the runners go to the closest base when “Time” was called, i.e. if not halfway to next base the runner returns to the previous base and if further than halfway the runner goes to the next base.

MOSQUITO TO MIDGET DIVISIONS

Subject to the following, coaches must distribute playing opportunities evenly as possible.

1. A pitcher or catcher may remain in 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 (with the exception of team fielding 9 or fewer players). **A second or subsequent pitcher that starts prior to the 4th inning can only pitch three innings.** Rep level pitchers (A, AA, AAA) are not permitted to pitch in any house league playoffs. For **BANTAM and MIDGET** only, this rule does not override rule 6 below.
2. **In MOSQUITO:** 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.
3. **In PEEWEE:** As a general rule, players shall play an equal amount of time in infield and outfield positions.
4. **In BANTAM and MIDGET:** the coach has full discretion to place players at any position, respecting the principle of equal playing time.
5. 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.
6. **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, a player may pitch any combination of innings to a maximum of 4 innings over the course of two consecutive days. In all divisions, a pitcher who has already pitched may not be brought back to pitch in that same game. A Select game of a defaulted game will not count as a game for the purposes of this rule.
7. **In BANTAM and MIDGET** only a batter may run on a dropped third strike.

8. If the game is a Quarter-final, 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.
9. **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 walk with the bases loaded. A **MOSQUITO** runner may not reach home plate by stealing. A **PEEWEE** runner may steal home plate.
10. A defensive player must allow a clear path to the base and home plate to the base runner. If the path to the base or home plate is blocked by the defensive player, 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 or collisions.
11. Intentional walks are not permitted.
12. No bunting is allowed in **MOSQUITO**. If there is an attempt to bunt, the ball is called dead ball, and it is a strike.

SAFETY REMINDERS

1. Warm up before every game. Stretch slowly and gently. Never bounce. Take your time.
2. Do up your chinstraps, even when you're waiting on-deck. **Never wear caps under helmets. The can severely cut you.**
3. Stay behind the fences, unless you're on-deck or batting. You could be called for **INTERFERENCE!**
4. Note: Out of respect for local residents, **please do not park illegally** in or around the park before, during or after games. **Please clean up any litter or debris left in the dugouts, the playing field and the spectators' area** after your game, and park only in legal parking spaces out of consideration for other users of the Parks.

DEFINITIONS/GLOSSARY

1. **Forfeited Game:** Is a game declared forfeited by the umpire.
2. **In T-BALL SENIOR and ROOKIEBALL, A Fair Hit Ball:** Is a legally batted ball that was hit in fair territory and in the plate umpire's judgment with a full swing and without interference by the Coach Pitcher or Pitching Machine.
3. **In T-BALL SENIOR and ROOKIEBALL, A Dead Hit Ball:** Is a legally batted ball that in the plate umpire's judgment is not hit with a full swing.
4. **In T-BALL SENIOR and ROOKIEBALL, A STRIKE occurs when:**
 - a. The ball is swung at by the batter and is completely missed.
 - b. The ball is dead hit or put into play by an illegally Batted Ball by the batter; or
 - c. A ball is hit foul when the count against the batter is three strikes or less.
5. **In T-BALL SENIOR and ROOKIEBALL, An Illegally batted ball:** Is a bunt or a ball which is hit by a batter having one or both feet on the ground entirely outside of the batter's box. The result is a strike.
6. **In T-BALL SENIOR and ROOKIEBALL, Fielder's Choice... "Time":** When any infielder has control of the ball in the area of the Infield Arc (see below – definition of Infield Arc) and, while standing, raises the ball in his bare hand or in his glove, the umpire will judge that there is no attempt to make a play on any of the base runners and umpire will call "TIME". "TIME" will also be called at the moment the ball goes out of bounds. The umpires will judge whether the base runner(s) will be held on the bases they last occupied or awarded the unoccupied base they were approaching when "TIME" was called, based on the runner's location when time was called. A runner who has advanced more than halfway to the next base shall be awarded the next base.
7. **Infield Arc (Coaches – Please explain fully and carefully):** Is the area in which the defensive infielders would normally play in performance of their duties. It is described by an arc of 50' radius centred at the pitcher's rubber and extending about four feet past the bases.
8. **A Lead-Off:** Occurs when a runner is off his/her base before the batter hits the ball (T-BALL SENIOR AND ROOKIEBALL), before the ball has crossed home plate (MOSQUITO AND PEEWEE). A runner who leads off is OUT.

9. **Batter's Box:** Is an area on each side of home plate within which the batter shall have both feet during his time at bat.
10. **In ROOKIEBALL, Safety Circle:** Is the circle surrounding the pitcher's mound and which contains the pitching machine.
11. **Out of Bounds:** Is the area beyond the boundaries of the playing field.
12. **In MOSQUITO TO MIDGET DIVISIONS, Infield Fly Rule:** exists when:
- a. There are base runners on 1st and 2nd, or 1st, 2nd and 3rd, with fewer than 2 outs.
 - b. Coaches can advise their players of an infield fly situation to prevent confusion.
 - c. At the umpire's discretion, a fly ball which can be caught by an infielder (including the pitcher and catcher and any outfielder who is placed on the infield) with average effort, is called an "infield fly".
 - d. The rule applies when the umpire determines the fly ball could ordinarily have been caught by the player – arbitrary boundaries, such as infield grass, are not considered.
 - e. The umpire shall call "infield fly" at the earliest opportunity to protect the baserunners.
 - f. If the fly ball is near a baseline, the umpire shall call "infield fly":
 - i. If the ball is caught, the batter is out
 - ii. If the ball drops and is ruled a fair ball, the infield fly rule applies and the batter is out
 - iii. If the ball drops and is ruled a foul ball, it is a foul ball, the batter is safe and the at bat continues
 - g. When an infield fly is called, the batter is automatically out and the base runners are permitted to stay at their original bases, regardless if the ball is caught or not
 - h. Base runners may attempt to advance at any time at their own risk
13. **In BANTAM AND MIDGET, Dropped 3rd Strike occurs:**
- a. If 1st base is unoccupied, a batter may attempt to run to 1st base if a 3rd strike touches the ground before being caught by the catcher or is dropped by the catcher
 - b. The out needs to be completed at 1st base
 - c. If 1st base is occupied with fewer than 2 outs, to protect the runner at 1st base, the batter is automatically out on a dropped 3rd strike and the out does not need to be completed at 1st base
 - d. If 1st base is occupied with 2 outs, on a dropped 3rd strike the batter is allowed to attempt to run to 1st base and the out needs to be completed at 1st base

14. In BANTAM AND MIDGET, Balk Rule occurs when:

- a. With the back foot on the pitching rubber, the pitcher makes any movement that may deceive a base runner
- b. Once a balk is called, the ball, if thrown, is considered a dead ball and each base runner is awarded one base where s/he started
- c. Once a balk is called, the count to the batter does not change even if the ball is thrown by the pitcher