



North York Baseball Association

House League Baseball Rules (Mosquito through Bantam divisions)

The *Official Rules of Baseball* as published by Baseball Canada shall govern play, except as amended below:

Objective of the Game

The philosophy of the NYBA is that all players in House League shall have an equal amount of playing time regardless of ability. Players should be rotated throughout the game and given the opportunity to play various positions at the discretion of the coaches.

The division Convenor shall enforce the official rules, resolve any disputes involving rules, and determine any protested games. The division Convenor, at his/her discretion, may suspend any player, coach or umpire for violation of these rules for a period not exceeding two games. He/she may recommend a longer suspension to the Board of Directors.

1) Team Composition

a) Only players who are registered with NYBA and are assigned to the team by the League Convenor may represent the team in a game or participate in a practice.

PENALTY: Any team who uses an illegal player in a game shall forfeit the game.

b) If a team cannot field nine players for a regular season game due to illness, injury, vacation, disciplinary suspension, etc., but can field seven players, then that team shall be allowed to “call up” one or two underage players from a younger House League division.

CALL UPS:

1) No underage player may be called up for any playoff game including the Championship Day Game.

2) The head coach who calls up an underage player must notify the League Convenor .

3) The called up player(s) may only be one year younger than the minimum age for the division in which the team plays and the callups must be from the division below.

Examples: A Bantam team may only call up 2nd year Peewee players.

4) An underage player may play any position except pitcher.

5) No underage player who is OBA-carded and represents NYBA on a competitive team may be called up.

EXCEPTION : Rookie Ball callups to Mosquito may be on the NYBA competitive Rookie Ball team.

6) An underage player who has begun a game shall remain in the game if another member of the team should arrive after the first pitch.

In the event a team is not able to field a minimum number of players by using callups and the opposing team has enough players, the team with the extra players is encouraged to allow some of their players to play for the team with less than the minimum in order to complete the game but the team without the minimum number of players as described above shall forfeit the game.

2) Playing Field

The playing field shall conform to the following measurements:

- a) The distance between all bases shall be:
Mosquito -65 feet *Peewee* -75 feet *Bantam* -90 feet
- b) The distance between the point of home base and the front side of the pitcher's plate shall be:
Mosquito -44 feet *Peewee* – 50 feet *Bantam* -60 feet 6 inches

3) Uniforms

- a) All players on a team shall wear the official team uniform as provided by NYBA. No player whose uniform does not conform to that of his/her teammates shall be permitted to participate in a game after the first game played after the issuance of team uniforms.
- b) Sleeve lengths may vary for individual players, but the sleeves of each individual player shall be the same length. No player may wear ragged, frayed or slit sleeves.
- c) Shirts must be tucked into uniform pants and shall not be worn outside of pants.
- d) Players shall not wear shorts

4) Game Preliminaries

Substitution of Players

- a) Every player present on a team shall bat in order throughout the game. Any player who arrives after the game has begun shall be placed at the end of the batting order but a player arriving after the first pitch of the 3rd. inning has been thrown shall not be allowed to play.
- b) There will be nine defensive players on the field at one time. Players shall be rotated equally into defensive positions with the exception of pitcher, so that all players play a nearly equal number of innings. In no case should a player sit for two consecutive innings or sit for his/her second inning unless all other players have sat out at least 1 inning.

Courtesy Runner for the Catcher:

If the player who will catch in the next half inning is on base with two outs, then the coach shall ask for "Time" and notify the field umpire. The player on the offensive team who recorded the last out shall pinch run for the catcher. Catchers are to be in full equipment and ready to take their position upon the final out in their half of the inning. If the catcher is the on deck batter he/she is allowed to remove his/her equipment when there are less than two outs. If there are two outs when the catcher is the on deck batter, then he/she will retain his/her shin pads.

5) Starting and Ending a Game

The League Convenor shall be the sole judge as to whether a game shall be started because of unsuitable weather conditions or the unfit condition of the playing field.

6) Regulation Game

The score of a regulation game is the total number of runs scored by each team the moment the game ends.

A regulation game consists of:

Mosquito: six innings *Peewee* and *Bantam*: 7 innings

unless extended because of a tie score, in playoffs only, or shortened by (1) curfew, or (2) "Mercy Rule", or (3) because the home team needs none of its half of the last regulation inning or only a fraction of it, or (4) because the umpire calls the game.

Curfew

All regular season and playoff games shall be subject to a curfew (also called a time limit) of 1 hour and 45 minutes from the time that the first pitch is received by the catcher, with the exception of the Championship Day game which shall have no curfew. No new inning shall be begun after the curfew. For the purposes of this rule, an inning shall be understood to begin immediately after the final out of the previous inning. This is subject to an adjustment made by division conveners.

Once curfew has been reached, the chief umpire shall call the game as follows:

- i) If the curfew has been reached in the top of the inning and the home team has scored more runs than the visiting team at the conclusion of the top of the inning, then at the conclusion of the top of that inning.
- ii) If the curfew has been reached in the bottom of the inning and the home team has scored more runs than the visiting team, then immediately.
- iii) If the curfew has been reached at any point in the inning and the visiting team has scored more runs than the home team, then the game shall continue until the home team leads the visiting team or until the completion of the inning.

Mercy Rule

If during a regular season game, (1) the home team is leading by 10 runs after four and a half innings (three and a half innings in Mosquito) or (2) the visiting team is leading by 10 runs after five complete innings, (four complete innings in Mosquito), the umpire shall call the game.

Maximum Runs Per Inning

Subject to a decision by a division convener there can be a maximum of 6 runs scored per inning. If the 6th run was not scored as a result of either a walk or hit, the existing batter will then begin batting the following inning as the first batter. The maximum in the Mosquito division is 5 runs per inning for all innings played.

Called Game

If a game is called due to weather it is a regulation game:

- i) With the completion of: *Mosquito, Peewee & Bantam*: four innings
 - ii) If the home team has scored more runs in:
Mosquito, Peewee & Bantam: three or three and a fraction half-innings than the visiting team has scored in four completed half-innings.
 - iii) If the home team scores one or more runs in their half of: *Mosquito, Peewee & Bantam*: the fourth inning to tie the score.
- A called game ends at the moment the umpire terminates play

Tie Game:

If the score is tied after:

Mosquito: six completed innings, *Peewee or Bantam*: seven completed innings

Or when curfew is reached,

- i) in a regular season or playoff game, then the game shall be considered a regulation game.
- ii) in a Championship Day game, then play shall continue until (1) the visiting team has scored more total runs than the home team at the end of a completed inning or (2) the home team scores the winning run in an uncompleted inning

If each team has the same number of runs when a game ends, the umpire shall declare it a "Tie Game".

No Game

If a game is called before it has become a regulation game, the umpire shall declare it "No Game".

Suspended Games

A game which would be considered suspended under *The Official Rules of Baseball* shall be treated as either a "Regulation Game" or "No Game".

7) Forfeited Game

A game shall be forfeited to the opposing team when a team fails to appear on the field with a minimum of 7 eligible players within 15 minutes of the appointed time for beginning the game. In the event both teams fail to field 7 players, then both teams shall forfeit and are charged with a loss

8) Less than Nine Players **During Playoffs only**

A team batting order must have a minimum of nine spots

i) If a team plays a game with seven or eight players **then the umpire shall declare an out (known as an "automatic out") when the empty positions in the batting order would come to bat.** The coach prior to the start of the game shall designate the empty position(s). Subject to a convener's decision this rule can be suspended during the summer weeks.

Approved Ruling: If there are two consecutive "automatic outs" and the first is reached with two out in the inning then the first terminates the inning and the following inning would begin with one out. No player shall be intentionally walked to reach an automatic out.

ii) A player who arrives after the beginning of the game may fill an empty spot in the batting order. The "automatic out" is not called until the empty spot in the batting order is reached.

9) Protesting Games

a) When a coach claims that an umpire's decision is in violation of these rules, he/she shall notify the chief umpire and the opposing coach before the next pitch is made or a runner is retired. He/she shall submit a written protest to the convener within forty-eight hours, describing the event, the alleged violation of the rules, and an explanation as to how this event affected the outcome of the game.

b) If a team that has registered a protest during a game goes on to win that game then the protest shall be considered moot. No written protest shall be accepted from a coach whose team won the game in which the alleged violation occurred.

c) No protest shall ever be permitted on judgement decisions by the umpire. In all protested games the decision of the League Convener shall be final.

d) Even if it is held that the protested decision violated the rules, no replay of the game will be ordered unless, in the opinion of the League Convener, the violation adversely affected the protesting teams chances of winning the game.

10) The Batter

Mosquito Division Only

b) The batter cannot become a runner on a catcher's miss of a third strike. The third strike, either called or swinging, does not have to be caught by the catcher and the batter is automatically retired, however the ball is alive and in play.

11) The Runner

Mosquito Division only:

When a pitcher is on the rubber with the ball in his possession, base runners SHALL NOT leave their bases until the pitched ball has left the pitcher's hand. If a runner starts to steal as soon as the pitcher releases the ball, he can steal any base without stopping. A runner CANNOT advance on a passed ball by the catcher. If the runner stops and waits to see if the catcher catches the ball before advancing to the next base or home, the runner must return to his base. This applies to any base. For a runner leaving the base too early, the penalty shall be as follows: On the first offence by any team there is a warning. For subsequent offences the runner shall be declared out. In all cases no base runners may advance.

Once the catcher has possession of the ball and throws it to any defensive player, base runners can leave their bases and advance until the pitcher is back on the rubber with the ball in his possession.

12) The Pitcher

Pitcher Eligibility At All Levels:

No player shall be allowed to pitch more than 2 innings in any one game in Mosquito and Peewee and 3 innings in any one game in Bantam.

1) Any player who is a member of the team is eligible to pitch and there are no restrictions to the number of pitchers a manager may use in a game. Underage callups are ineligible to pitch.

2) A player who is removed from the mound during a game shall not be permitted to return to pitch in the same game.

3) If a pitcher delivers at least one pitch in an inning he/she shall be charged with one inning pitched.

Warm Up Pitches

a) When a pitcher takes his position at the beginning of each inning, he/she shall be permitted to pitch a maximum of 5 preparatory pitches to his catcher during which play shall be suspended if he pitched in the previous inning. Otherwise, he may take up to 8 warmups.

b) When a pitcher relieves another pitcher, he/she shall be permitted to pitch a maximum of 8 preparatory pitches to his catcher during which play shall be suspended.

c) If a sudden emergency e.g. an injury, causes a pitcher to be summoned into the game without any warmup, the umpire-in-chief shall allow him as many pitches as the umpire deems necessary.

Mosquito Division Only

The **balk rule** is not in effect for a pitcher.

13) The Official Scorer

The home team shall appoint a competent official scorer for each league game. The official scorer shall relay the final score to the convenor.

14) League Playoffs

The League Convenor shall determine the playoff format and schedule. The format may change within divisions because of the variations in the number of teams. In any case the playoff format shall be decided by the Convenor by the mid-point of the season and the schedule as soon as possible based on availability of the appropriate diamonds.

Revised, May 28th, 2008

