



**UXBRIDGE YOUTH BASEBALL ASSOCIATION  
HOUSE LEAGUE RULES 2021**

**NOTE: COVID PROTOCOLS TAKE PRECEDENT  
OVER THESE RULES.**

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This Uxbridge Youth Baseball Association (UYBA) House League Rulebook is a supplement to the Official Rules of Baseball issued by Baseball Canada. The official rules of baseball shall be followed when and where possible unless otherwise specified in the specific division playing rules.

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

## 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 always, 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 honor 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.
12. Opposing teams and spectators are welcome guests.
13. Officials and opponents are to be regarded and treated as honest in intention.

## 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. All members of UYBA including players, coaches, umpires, parents and officials are bound by the UYBA/OBA Code of Conduct, Waivers, Rowan's Law, Risk agreement and Covid Protocol Compliance
4. Players and coaches are not permitted to harass or direct any discourteous remarks at the officials or any member of the opposing team.
5. 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.
6. 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.
7. 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 and a catcher's helmet with an integrated facemask must be worn during practice, game warm-ups, as well as during regular and playoff games.

### HELMETS

Batters, base runners and on deck hitters must wear a helmet with chinstrap done up.

Players coaching at the bases are advised to wear helmets. UYBA will provide two helmets in the diamond bin.

### BASEBALLS

Each team will be issued UYBA regulation balls. The home team will provide the new game ball for each game.

### BATS

Each team will be issued 2 – 3 UYBA regulation aluminum or wood bats (sizes / material 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.

**In BANTAM:** Wood bats only. No aluminum bats permitted.

### RULEBOOKS

Rulebooks are not permitted on the playing field.

### COVID PROTOCOLS

Covid Protocols will take precedent over any House League rule listed with this booklet.

## PLAYER EQUIPMENT

All players must wear the supplied house league uniform for their division.

The complete uniform: Team hat, shirt, pants (if allocated), and **protective cup**. If no pants are provided, players must wear long pants. 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 (but is not mandatory).

## GLOVES

Baseball Gloves must be worn by all players on the field. Batting gloves may be worn at bat, but is not mandatory.

For Mosquito, Peewee and Bantam division's catcher's mitts are provided but are not mandatory to use.

## JEWELRY

No jewelry (cloth based or metallic) may be worn during the game (i.e. watches, rings, necklaces, bracelets, etc.). This rule does not apply to a Medic Alert bracelet or necklaces.

## 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.
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 a member of the board.
3. Any person warming up a pitcher on or near the playing field before or during a game or practice must wear a catcher's mask.
4. As a courtesy, coaches are asked to ensure that the bags returned at the end of the season are clean.



## 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	Notes
JUNIOR ROOKIE	35 ft.	55 ft.	Official Length of Game: +/- 4 Innings Max No new inning after 50 min
ROOKIE	40 ft.	65 ft.	Official length of game: +/- 4 innings No new inning time after 55min.
MOSQUITO	44 ft.	65 ft.	Official length of game: +/- 4 innings No new inning time after 55min.
PEEWEE	52 ft.	75 ft.	Official length of game: +/- 5 innings No new inning time after 65min.
BANTAM	52 ft.	75 ft.	Official length of game: +/- 5 innings No new inning time after 65min.

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

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

**ROOKIE DETAILS NOTED BELOW, REPLACE DISTANCE WITH INFORMATION IN THE TABLE ABOVE FOR OTHER DIVISIONS:**

1. The **Pitcher's Rubber** is 40 feet from the point of **home plate** and **the bases are 65 feet** apart.
2. **Batter's boxes** are 3 feet wide and 6 feet 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 wide and 8 feet long and are not closer than 6 feet 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 center 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 center 50 feet from Home Plate.

6. 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.

## GENERAL HOUSE LEAGUE RULES

### General (all divisions)

1. All players are to play in their own age division. A house league player will only be allowed to move up if he/she is a top-rated player in their division. The house league committee also reserves the right to make a judgement call if a player needs to be moved down a division.
2. For all divisions except Introduction to Baseball and J.R. Rookie division, all standings will be determined using a point system based on each team game. 2 Points for a win – 0 point for a loss or forfeit. 1 for each team for a Tie.
3. If no umpires are available at game time, every effort should be made to obtain volunteers from the spectators or the coaching staffs. In the absence of umpire safety equipment, the home plate umpire will assume the position behind the pitcher's mound
4. No player shall sit on the bench for two innings in one game until every player has sat at least one inning on the bench. Similarly, no player shall sit on the bench for three innings in one game until every player has sat on the bench for two innings, etc... Exceptions to this rule are for medical reasons or injuries.
5. For the Rookie, Mosquito & Peewee/Bantam Divisions: the minimum number of players for one team in a game is seven (7) if less than seven players are available to play no later than 15 minutes after the scheduled game time the game shall be a forfeit. The game must still be played for the benefit of the players in attendance and coaches should be encouraged to loan players to the team in default.
6. Umpires shall have a ground rules meeting 5 minutes prior to the scheduled start of the game.
7. All coaches are required to dress appropriately. Open toed shoes or sandals are not permitted on the field.
8. Only the President, House League Committee Chair, Division Convener or Umpire and Chief or their designate are permitted to cancel games prior to the beginning of the game. All cancellations will be announced no later than 5 pm via an email. Once a game begins all decisions on the game are made by the Umpire in conjunction with the Umpire and Chief.
9. Batting orders will include all team members present at the game. Batting will be in a continuous order throughout the game unless a player is hurt or leaves,

the spot vacated by the player will not result in an out. If a batter must be removed from the game during their at-bat the last out will come to bat and assume the existing count.

10. A game delay of up to ½ hour per occurrence may be called by the UMPIRE due to thunder and/or lighting. At which time everyone will be asked to leave the field. At a practice or J.R. Rookie game, it is up to the coaches to clear everyone off the field.
11. Should a game diamond be deemed unplayable by the UMPIRE and or UMPIRE AND CHIEF, all participants will then be asked to leave the field and the game will be re-scheduled. Should a practice diamond or a J.R. Rookie game diamond be found to be unplayable, the coaches may cancel or continue with a practice in the outfield on the grass.
12. All coaches are asked to keep their line-up sheets showing batting orders and defensive line-ups for the entire season. This information may be requested by the Division Convener.
13. UYBA reserves the right to move players to a different team in order to achieve equal and balanced teams. If this is necessary it will be addressed within the first month of the baseball season.
14. All dugouts must be cleaned up of all garbage and equipment prior to the team leaving.
15. UYBA reserves the right to change or modify these rules from time to time for the benefit of the league.

## The Team

1. Players will be assigned to teams by the league. Reasonable efforts will be made to ensure competitive balance.
2. All teams are created based on age and skill rating. All efforts are taken to ensure balanced teams within a division.
3. The Board may make early---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 Uxbridge Youth Baseball Association (UYBA) and in good standing can take part in games.

## **ATTENDANCE AT GAMES AND PRACTICES**

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

## GAME START TIMES

1. All games are to start at the scheduled time, ABSOLUTELY NO extension of time limits are permitted due to a late start.
2. 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 2 to 0.
3. 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 9** total players. Eligible players are any player with UYBA at the same age group or younger. Coaches are encouraged to facilitate this process.
  - **No substitute players are to be used during playoffs.**
  - **Substitute players cannot pitch in the game**
4. If a team fields either 7 or 8 players, the batting order shall be followed to a maximum of 5 runs per inning.
5. 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 a minimum of two (2) full innings. No regular season or playoff game shall go beyond five (5) innings. Playoff games. 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 the time, as indicated on the division specific rules (starting on page 19) of the first pitch.
3. The final score will be the score at the end of the game. Games are “official” after 2 full innings are completed or if the home team is winning after 2 ½ innings have been completed (applies to rainouts only).
4. If the score is tied at the end of the game or at the end of the scheduled playing time: If the game is a regular season game, the score will be recorded as a tie. If the is Playoff game or Championship Final game, play shall continue until a winner has been determined.
5. If two or more teams are tied in the standing and where a winner must be determined, the winner shall be the team with:
  1. Fewer runs against, If there is still a tie
  2. Most runs for
6. Games that are postponed/called because of weather will be rescheduled, if possible, by the league’s scheduler.

## PRIOR TO START OF GAME

1. The home team coaching staff is responsible for laying out the diamond to the division specifications unless an umpire is assigned to that game, in which case, the umpire shall lay out the diamond.
2. Home teams use the third base dugout; visiting teams use the first base dugout.
3. **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

1. It is the responsibility of both teams to report the score and highlights to the division convener or designated person within 48hrs of the completion so it can be recorded into Teamsnap.
2. Both teams must keep score. The score sheets must be signed by the umpires.
3. A copy of the line---up is to be given to the opposing team prior to the scheduled start of the game.
4. Playoff games may continue beyond the designated maximum for the division 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

### Jr. ROOKIE DIVISION

(6 and 7-year-old)

Distance Between Bases: 55 ft. Distance to pitching rubber: 35ft Official Length of Game: +/- 4 Innings Max No new inning after 50 min.
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1. Jr. Rookie is a non-competitive division with no game scores, or standings kept.
2. All players are placed in the batting order, there are no substitutions. Should a player arrive late they are to be added to the end of the batting order.
3. All players will play a defensive position each inning. Positions are as follows; the 9 traditional positions, 1 extra infielder and up to 3 extra outfielders.
4. All outfielders are to start on the outfield grass or a reasonable distance beyond the bases.
5. During the defensive half of the inning, coaches are encouraged to be on the field during play to provide instructions and encourage players. Coaches are not to become physically involved in the play in any way.
6. During the offensive half of the inning, a coach may assist the batter in positioning but must not aid in the swinging of the bat.
7. All players are to play both infield and outfield positions each game. Players are to rotate defensive positions each inning and should not play the same position twice in a game. The catcher is the only position that a player can remain for the entire game, unless the coach/volunteer cleans the equipment for another player.
8. There are no strikeouts, walks, or taking a base if a player is hit by the ball. Players are to hit the ball and run the base(s)
9. Bunting is NOT allowed, the batter must take a full swing.
10. There are no lead offs, stealing or infield fly rule. Runners must remain on the base until the ball is hit.
11. Defensive players should be instructed to attempt an overhand throw to a base on each batted ball. Players are not to roll the ball or run the ball to a base unless such a play would be typical in a baseball game. Should the play be successful, the runner will be deemed as out and should return to the bench.

However, since there is no 3 out rule, the batting order will continue as per rule 15.

12. Pitchers are to stand on the (designated) pitching rubber until the ball is hit.
13. The catchers should be wearing the catcher's helmet provided and will situate themselves well behind home plate. Since catchers are not wearing the full gear any missed or fouled ball picked up by the catcher, should be forwarded to the first available coach to either place back on the T or to be re-pitched to the player. The catcher is the only position that a player can remain for the entire game, unless the coach/volunteer cleans the equipment for another player.
14. All batters must wear a helmet with chin strap.
15. All players will bat each inning. Coaches shall announce "Last Batter" prior the last batter's at bat.
16. The batter will not advance beyond first base on an overthrow of first base but should only advance on a hit ball.
17. All players shall start the season using a tee. This is to assist in developing a proper batting technique. Beginning at the first game in July the coach will throw a maximum of five (5) pitches to the batter. If after the five pitches the batter has not put the ball in play, a batting tee will be used to assist the batter.
18. An inning will end when the Last Batter has hit the ball and runs around all the bases.

# ROOKIE DIVISION

(8 and 9-year-old)

Distance Between Bases: 65ft  
Distance to pitching rubber: 40ft  
Official Length of Game: +/- 4 Innings Max  
No new inning after 55 min.

1. Rookie is a competitive division with game scores being kept.
2. Umpires are provided for the Division.
3. All players are placed in the batting order. Should a player arrive late they are to be added to the end of the batting order.
4. The defensive team will consist of a catcher, one pitcher, one player at first base, one player at second base, one player at third base, one shortstop, and up to four outfielders; ten (10). The balance of kids will remain on the bench. Players should be provided an equal opportunity to play both infield and outfield positions.
5. The number of coaches permitted on the field of play shall be as follows: Defensively, two [2] coaches may stand on the field between the infielders and outfielders to direct their players. Offensively, there shall be no more than three [3] in total; one [1] coach in each of the 1st and 3rd base coaching boxes, and [1] coach at the pitching machine. No coach is allowed to interfere with the ball in play.
6. No player shall sit on the bench for two innings in one game until every player has sat at least one inning on the bench. Similarly, no player shall sit on the bench for three innings in one game until every player has sat on the bench for two innings, etc... Exceptions to this rule are for medical reasons or injuries. Exception for the catcher as they are to remain the same person for the entire game, unless a coach / volunteer cleans their equipment.
7. Games will be approximately (4) innings in length. An official game is four (4) innings or if the home team is winning after 3 ½ innings. If a game does not reach 4 innings due to time limit or weather, the game shall be considered official at 2 innings or at the last completed inning for scorekeeping purposes.
8. The pitching machine shall be placed approx. 40' directly in front of home plate, surrounded by a safety circle 8 feet in diameter. No player is allowed to enter the circle. Any ball hit into the circle, hitting the machine, or hitting a coach operating the machine, is considered a dead ball. The batter is awarded a base, and all other runners will advance one base. If the ball is hit through the circle and not deflected off anything within the circle, the ball is considered in play.
9. Should a defensive player enter the safety circle, with any body part, the ball is

considered dead immediately and all runners will be awarded one base.

10. Should the pitching machine not be functioning properly, a time out should be called to correct the problem. If the problem cannot be fixed both the coaches and the umpire must all agree to allow the coaches to pitch to their players for the continuation of the game. All the same rules still apply.
11. The designated pitcher must position themselves 3 feet outside from the safety circle on one of the two sides of the pitching machine prior to all pitches. He/she must wear the team's designated safety helmet.
12. Each batter shall receive a maximum of 5 hittable pitches from the pitching machine as judged by the umpire. Should a third strike foul be caught by the catcher prior to the fifth pitch, it shall be treated as just another pitch and not as an out. If a fair ball is not hit within the 5 allotted pitches, the batter is out. The last pitch will be announced by the umpire. If a batter swings at an unhittable pitch, that is considered a strike.
13. In all games, except for the last inning, a team's turn at bat will terminate with the occurrence of three (3) outs or 5 runs, whichever comes first. The last inning, as determined by the umpire, will be an open inning with no limit to the number of runs prior to the 3 outs, however will be limited to 10 players coming to the plate. The 10<sup>th</sup> player must be announced by the offensive team and after the play is complete, the inning or ½ inning is considered finished.
14. Base runners are not permitted to lead off the base. The runner must have their foot in contact with the base until the ball is hit.
15. Runners must touch each base when running the bases and must not over take the runner ahead of them.
16. No base stealing is allowed.
17. No bunting is allowed. If there is an attempt to bunt, the ball is called dead ball, and it is a strike.
18. The batter cannot run on a third strike.
19. With 2 out a substitute runner can be provided for a catcher on base in order to get them ready for the next inning.
20. Infield fly rule will NOT APPLY

# MOSQUITO DIVISION

## (10 and 11-year-old)

Distance between bases: 65 ft.  
Distance to pitching rubber: 44 ft.  
Official length of game: +/- 4 innings  
No new inning time after 55min.

1. Mosquito is a competitive division with game scores or standings kept.
2. Umpires are provided for the Division.
3. All players are placed in the batting order. Should a player arrive late they are to be added to the end of the batting order.
4. The traditional nine baseball positions are fielded each inning.
5. Players cannot play the same position more than twice in a game except for the pitcher and the catcher. Catcher is to remain the same person for the entire game unless coach / volunteer cleans the equipment.
6. Up until the first game in July, 2 defensive coaches may stand on the field between the infielders and outfielders to direct players. After that no defensive coaches are allowed on the field. No coach at any time is allowed to interfere with the ball in play.
7. Offensively there shall be no more than 2 coaches on the field for the season. One coach at each of the 1<sup>st</sup> and 3<sup>rd</sup> base coaching boxes. No coach is allowed to interfere with the ball in play.
8. No player shall sit on the bench for two innings in one game until every player has sat at least one inning on the bench. Similarly, no player shall sit on the bench for three innings in one game until every player has sat on the bench for two innings, etc... Exceptions to this rule are for medical reasons or injuries.
9. Games will be approximately (4) innings in length. An official game is four (4) innings or if the home team is winning after 3 ½ innings. If a game does not reach 4 innings due to time limit or weather, the game shall be considered official at 2 innings or at the last completed inning for scorekeeping purposes.
10. In all games, except for the last inning, a team's turn at bat will terminate with the occurrence of three (3) outs or 5 runs, whichever comes first. The last inning, as determined by the umpire, will be an open inning with no limit to the number of runs prior to the 3 outs.
11. Pitchers must pitch in consecutive innings. For the purpose of this rule an inning is considered the delivery of one (1) pitch to a batter. Once a pitcher is removed they may not pitch again in that game. The following pitch count rules will also

apply.

- a. A pitcher may not pitch more than 40 pitches in a calendar day. If the limit is reached while facing a batter the pitcher may complete pitching to that batter.
- b. If a pitcher throws more than 41 pitches in a calendar day he/she cannot pitch the next day - a player must have 2 nights rest. (see new pitch rules pg 28)
- c. Both teams shall designate a pitch counter to keep track of pitches. Pitching sheets will be provided.
- d. Pitch count recorders must provide the current pitch count for any pitcher when requested by either a coach or the umpire.
- e. The pitch count recorders should inform the home plate umpire when a pitcher has delivered their limit of pitches for the game. The home plate umpire will then notify the pitcher's coach that the pitcher must be removed.
- f. Note: It is the responsibility of the coach to remove a pitcher when that pitcher is no longer eligible, even if the pitch count recorder and/or the umpire fail to notify the manager.
- g. Illegal pitching penalty: Where a player throws more pitches than permitted, the player's team shall forfeit the game**

12. Coaches are allowed only 2 trips to a mound per pitcher without having to remove a pitcher. The umpire may limit such trips if in the umpire's view the coach's intent is to delay the game.

13. No player may play in the pitcher's and catcher's position in the same game – unless he / she has pitched under 45 pitches.

14. New pitchers are permitted 6 warm-up pitches.

15. A pitcher must be substituted if they hit any batter three times in one or more innings.

16. There are no balks allowed.

17. Base runners are not permitted to lead off the base. The runner must have their foot in contact with the base until the ball has left the pitchers hand. The runner will be called out for a lead off.

18. Runners may only steal 2<sup>nd</sup> and 3<sup>rd</sup> bases only. No stealing home.

19. Dropped 3<sup>rd</sup> strike rule is NOT in effect– batter will be called out whether or not the catcher catches the ball on the 3<sup>rd</sup> strike.
20. Bunting is allowed.
21. With two (2) out, a substitute runner may be provided for a catcher on base in order to get ready for the next inning.
22. Runners must touch each base when running the bases and must not over take the runner ahead of them.
23. Infield fly rule will NOT apply.
24. 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 of plate was blocked. Base runners are encouraged to slide to avoid injury or collisions.
25. Intentional walks are not permitted.



# PEEWEE/BANTAM

(12, 13, 14 and 15-year-old)

Distance between bases: 75 ft.  
Distance to pitching rubber: 52 ft.  
Official length of game: +/- 5 innings  
No new inning time after 65min.

1. Peewee/Bantam is a competitive division with game scores or standings kept.
2. Umpires are provided for the Division.
3. All players are placed in the batting order, there are unlimited defensive substitutions. Should a player arrive late they are to be added to the end of the batting order.
4. The traditional nine baseball positions are fielded each inning.
5. Coaches are not permitted on the field of play.
6. No player shall sit on the bench for two innings in one game until every player has sat at least one inning on the bench. Similarly, no player shall sit on the bench for three innings in one game until every player has sat on the bench for two innings, etc... Exceptions to this rule are for medical reasons or injuries. Catchers must remain the same player for the entire game unless a coach/volunteer cleans the equipment.
7. New pitchers are permitted 6 warm-up pitches.
8. A pitcher must be substituted if they hit any batter three times in one or more innings.
9. Games will be approximately six (6) innings in length. An official game is five (5) innings or if the home team is winning after 3 ½ innings. If a game does not meet the minimum 4 innings due to time limit or weather, the game shall be considered official if 3 innings have been played.
10. In all innings, except for the open inning (3<sup>rd</sup>) a team's turn at bat will terminate with the occurrence of three (3) outs or having scored a 5 run maximum, whichever comes first. The open inning only three outs will end the inning.
11. Pitchers must pitch consecutive innings. For the purpose of this rule an inning is considered the delivery of one (1) pitch to a batter. Once a pitcher is removed they may not pitch again in that game. The following pitch count rules will also apply.
  - a. A pitcher may not pitch more than 45-50 pitches in a calendar day depending on age. If the limit is reached while facing a batter the pitcher may complete pitching to that batter.

- b. If a pitcher throws more than 46-51 pitches (depending on age group) in a calendar day he/she cannot pitch the next day - a player must have 2 nights rest. Please see page 28 for updated rules.
- c. Both teams shall designate a pitch counter to keep track of pitches. Pitching tracking sheets will be provided.
- d. Pitch count recorders must provide the current pitch count for any pitcher when requested by either a coach or the umpire.
- e. The pitch count recorders should inform the home plate umpire when a pitcher has delivered their limit of pitches for the game. The home plate umpire will then notify the pitcher's coach that the pitcher must be removed.
- f. Note: It is the responsibility of the coach to remove a pitcher when that pitcher is no longer eligible, even if the pitch count recorder and/or the umpire fail to notify the manager.
- g. Illegal pitching penalty: Where a player throws more pitches than permitted, the player's team shall forfeit the game**

12. Pitchers will get one warning for a balk. After that, runners will be awarded bases.

13. A coach shall be allowed an unlimited number of trips to the mound without having to remove the pitcher. The umpire may limit such trips if, in the umpire's view, the coach or manager's intention is to delay the game.

14. With two (2) out, a substitute runner may be provided for a catcher on base. The designated runner must be the last out.

15. Base runners are allowed a 6 feet lead offs and can steal 2<sup>nd</sup> or 3<sup>rd</sup> base.

- a. The umpires will draw a chalk line 6 feet from each base.
- b. A base runner will be called out if they cross the 6 feet line before the pitched ball crosses home plate.

16. Base runners may not steal home. (includes advancing home on a wild pitch or passed ball)

- a. A base runner may advance to home plate, at their own risk, on any "live-play". Example if the pitcher or back catcher tries to pick-off a base runner on any base.
- b. If there is a runner on first and a passed ball or wild pitch is thrown the runner can go to second, he can even keep going all the way to third. What he can't do is advance home. There are no restrictions on when you can steal 2<sup>nd</sup> or

3rd.

17. Bunts are allowed

18. Dropped third strike rule is NOT in effect. Batter will be called out whether or not the catcher catches the ball on the third strike.

19. Infield fly rule IS in effect.

20. 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 of plate was blocked. Base runners are encouraged to slide to avoid injury or collisions.

21. Intentional walks are not permitted.

**NEW PITCH COUNT RULES - 2021 PRECEDENT OVER FORMS IN BOOKLET.**

<b>10U/11U Mosquito</b>	<b>Rest Required</b>
1-25 Pitches	None
26-40 Pitches	1 day
41-55 Pitches	2 days

<b>12U/13U Peewee</b>	<b>Rest Required</b>
1-30 Pitches	None
31-45 Pitches	1 day
46-60 Pitches	2 days

<b>14U/15U Bantam</b>	<b>Rest Required</b>
1-35 Pitches	None
36-50 Pitches	1 day
51-65 Pitches	2 days

<b>10U/11U - Mosquito</b>	<b>Rest Required</b>
56-65 Pitches	3 days
66-75 Pitches	4 days
75 Pitches	Daily Maximum

<b>12U/13U - Peewee</b>	<b>Rest Required</b>
61-75 Pitches	3 days
76-85 Pitches	4 days
85 Pitches	Daily Maximum

<b>14U/15U - Bantam</b>	<b>Rest Required</b>
66-80 Pitches	3 days
81-95 Pitches	4 days
95 Pitches	Daily Maximum

## 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.

## DEFINITIONS/GLOSSARY

1. **Forfeited Game:** Is a game declared forfeited by the umpire.
2. **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.
3. **Infield Arc:** 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 centered at the pitcher's rubber and extending about four feet past the bases.
4. **A Lead---Off:** Occurs when a runner is off his/her base before the ball has crossed home plate. A runner who leads off is OUT.
5. **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.
6. **In ROOKIEBALL, Safety Circle:** Is the circle surrounding the pitcher's mound and which contains the pitching machine.
7. **Out of Bounds:** Is the area beyond the boundaries of the playing field.
8. **In applicable divisions, Infield Fly Rule:** exists when:
  - a. There are base runners on 1<sup>st</sup> and 2<sup>nd</sup>, or 1<sup>st</sup>, 2<sup>nd</sup> and 3<sup>rd</sup>, 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

**9. Dropped 3<sup>rd</sup> Strike occurs:**

- a. If 1<sup>st</sup> base is unoccupied, a batter may attempt to run to 1<sup>st</sup> base if a 3<sup>rd</sup> strike touches the ground before being caught by the catcher or is dropped by the catcher
- b. The out needs to be completed at 1<sup>st</sup> base
- c. If 1<sup>st</sup> base is occupied with fewer than 2 outs, to protect the runner at 1<sup>st</sup> base, the batter is automatically out on a dropped 3<sup>rd</sup> strike and the out does not need to be completed at 1<sup>st</sup> base
- d. If 1<sup>st</sup> base is occupied with 2 outs, on a dropped 3<sup>rd</sup> strike the batter is allowed to attempt to run to 1<sup>st</sup> base and the out needs to be completed at 1<sup>st</sup> base

**10. 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