



Clarington Baseball Association

Home of the Orioles

26 Beech Avenue

Bowmanville ON L1C 3A2

Claringtonbaseball.ca

Clarington Baseball 11u Select
July 19-21, 2024

Scores and Standings - You will be able to see scores and standings on our website:

www.claringtonbaseball.ca

The official rules of baseball shall govern all games except as provided in the playing rules below.

1. Pre-Game

- a. Coin toss will take place 30 minutes prior to the start of each game.
- b. Scoresheets will only be provided if the HOME TEAM does not use Game Changer, all scores will be kept with Game Changer.
- c. Line up cards will be provided.
- d. Home team will be the official Scorekeeper and Pitch Counter, Pitch count needs be done **LINE IN GAME**.
- e. No batting practice on field, all hitting should be done outside the fence.
- f. Please refrain from hitting into the sides of any of the cages or fences
- g. Please keep all ground ball practice outside the foul lines
- h. The home plate umpire will declare the game start time and the **home team score keeper** will record the time.

2. Post-Game

Since we are on a tight time schedule, please adhere to the following post-game protocols.

- a. Shake Hands with opposition
- b. Clear and clean the dugout immediately
- c. All team post game talks are to be done outside the field after dugout is cleared.

3. Game Lengths

- a. Games will be 7 innings or no new inning after 1hr 45 mins
- b. The score of a forfeited game will be recorded as 7-0 and 5 defensive innings played.
- c. Semi Final and Final Games will have a time limit of no new inning after 2 hours or 7 innings.
- d. Official Game after 4-innings or 3-½ if the home team is ahead

4. Mercy Rules

- a. 18-runs after 3-innings
- b. 15-runs after 4-innings
- c. 10-runs after 5-innings
- d. 9-runs after 6-innings

5. SP11.2 Round Robin Tournaments

- a. Standing will be determined by number of points obtained:
 - a. Win = 2 pts
 - b. Tie = 1 pts
 - c. Loss = 0 pts
- b. The following tie breaking rules will be used for each placement independently:
 1. Teams with a forfeit loss are ineligible for tiebreakers;
 2. Head-to-head record among tied teams;
 3. Team with the smallest runs against ratio (runs allowed / number of defensive innings played) in games among tied teams;
 4. Team with the smallest runs against ratio (runs allowed / number of defensive innings played) in all games;
 5. Team with the highest runs for ratio (runs scored / number of offensive innings played) in games among tied teams;
 6. Team with the highest runs for ratio (runs scored / number of offensive innings played) in all games;
 7. Coin toss
- c. When there are 3 or more teams tied, the tiebreakers will exclude (b)(2). After the winner of that tie breaker is determined, the tiebreakers will continue, if necessary, excluding (b)(2) as long as there are 3 or more teams tied. When only 2 teams remain, the tiebreaker will start at (b)(1).

6. Arm Care Rules

- a. Baseball Ontario Pitch Rules are in effect
- b. Pitch Count App must be updated during game by the home team manager or designate.
- c. The manager of the opposing team will receive notification of the pitch count entry into the system and will verify or challenge the pitch count immediately at the end of the game.
- d. SP4 (a) In 11u games, a third trip by a manager/coach to the same pitcher in the same inning shall result in the pitcher's automatic removal from the pitching position.
- e. SP4 (b) in 11u games, a pitcher once removed from the pitching, regardless of number of trips to the mound by the manager/coach, may continue in the game at another position other than catcher and shall not be permitted to return to pitch in that game.
- f. SP4 (d) At the 11u division, Balks are not to be called. Should a pitcher balk, (e.g double set or not pause) umpires will indicated such infractions to the coach between innings.

7. SP9.1 11u Playing Rules

- a. Home base shall be marked by a five-sided slab of rubber. It shall be a 21-inch square with two of the corners removed so that the front edge is 21-inches wide and the back of the plate comes to a point at the intersection of the lines extending from home base to first base and to third base.
- b. A team's turn at bat in an inning will end after three outs have been recorded or four runs have been scored. The last inning will have an eight-run maximum. On any play where the last allowed run in an inning is the result of the ball leaving the playing field and the awarding of home base (ie: home run, overthrow, etc) results in more than the

maximum runs allowed in an inning scoring, all awarded runs will score; this only applies to dead-ball awards.

- **Example 1:** Bases loaded, 2 outs. 3 runs have already scored in the inning. The batter hits a groundball to the shortstop who overthrows first base. The ball goes out of play. Because this is the first play by an infielder, by rule, all runners are awarded two bases from the time of the pitch. Two runs will score for a total of five runs this inning.
 - **Example 2:** Runners on second and third base. 3 runs have already scored in the inning. The batter hits a ball in the gap between outfielders. Despite the fact that two runs would have scored easily, because the ball stayed in play, the inning ends when the runner from third touches home plate. 1 run scores on the play and a total of four runs for this inning are recorded.
 - **Example 3:** Runners on second and third. 3 runs have already scored in the inning. The batter hits a ball down the left field line which rolls past an out of play line. The ball is dead and this is a two-base award so two runs score on this play with a total of five runs for this inning.
- c. A 10U/11U game ends when the time limit is reached and a full inning has been completed. If the time limit passes during an inning, such inning will be the last however it will not be treated as the last inning for the purposes of the 8-run maximum rule. If a new inning is started within 15 minutes of the time limit, the umpire will declare that inning to be the last inning and the 8-run maximum will apply.
 - d. An 18-run mercy rule will apply after 3 innings; 15 run mercy rule will apply after 4 innings; a 10 run mercy rule will apply after 5 innings; and a 9 run mercy rule will apply after 6 innings. If the home team leads after the top half of any such inning, the game shall be considered a mercy and the home team will not bat.
 - e. Unlimited substitutions defensively are allowed (including for injury or official ejection). Note SP3.11 still applies - All eligible players present at the game shall be listed on the team's line-up card and must play a minimum of two complete innings in a defensive position within the first four innings, unless injured during that game.
 - f. The number of trips to the mound by a Manager/Coach shall be limited to 3 trips per inning per pitch.
 - g. Base runners cannot leave the base until the ball leaves the pitcher's hand. If an infraction occurs, the ball will be declared dead and runners may not advance. 1 warning will be issued and for any further infractions thereafter, the runner will be called out. (Each team to receive 1 warning).
 - h. If a player is removed from the game due to injury, illness or official ejection, the player's spot in the batting order shall be deleted. In the event a batter must be removed due to injury, official ejection, or has to leave for any reason during the time at bat, the next batter in the batting order shall come to bat assuming the balls and strikes count at the time the batter is removed. If the batter becomes an out, such batter shall then take his/her regular turn at bat.
 - i. If a runner is removed by reason of injury or official ejection from the game, the player last put out shall act as pinch runner for the removed player. By virtue of the rule there shall be no pinch runners allowed.
 - j. The batter shall not become a runner when a third strike is not legally caught by the catcher. The ball remains live and all other runners may advance at their own risk.
 - k. In games where extra innings are required to determine a winner, an 8 run maximum will apply for all extra innings.

8. Protests

- a. A protest based on an umpire's interpretation of the rules must be lodged with the umpire before the game resumes, and the opposing team must also be advised by the umpire before the game resumes.
- b. The protest committee has the right to rule whether the protest will be heard
- c. All protests must be ruled on at the time of their occurrence by the Protest Committee
- d. If the protest is heard and denied, the team will be charged \$50

9. Zero Tolerance Policy

- a. Coaches: Failure to control the behavior of your team, parents, extended family members and coaching staff will result in the game being delayed until the offending party has been removed from the diamond area. Other disciplinary actions may apply depending on the severity of the incident.

10. Diamond Locations

- a. Clarington Fields North East
 1. 2375 Baseline Road Bowmanville Ontario
- b. Clarington Fields South East
 1. 2375 Baseline Road Bowmanville Ontario

11. Health and Safety

- a. Emergency- 911 (Police, Fire, Ambulance)
- b. Local Hospitals- (905) 623-3311
 1. Lakeridge Health Bowmanville - 47 Liberty St. S. Bowmanville, ON L1C 2N4

Tournament Contact Information:

Jay Cannings – cell: (905) 213-5410 – email - tournaments@claringtonbaseball.ca