

2019

Clarington Baseball
Association
House League

*Official
Rules & Procedures*

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Overview

Unless spelled out in this CBA rulebook, the Official Rules of Baseball (Baseball Canada) will apply and be used in all CBA play.

1. Conduct for Players & Coaches

- a) NO smoking on Municipality diamonds (this is a Durham Region by-law)
- b) NO drinking of alcohol during games. COACHES are responsible for players that may be under the influence of alcohol and/or other substances during the game.
- c) No more than one coach from each team may approach an umpire to discuss a ruling.
- d) Coaches are responsible for the conduct of their players, parents and coaching staff from arrival at the ballpark until their departure.
- e) Codes of Conduct are in place for Players, Coaches and Umpires to set out the expectations that support a positive environment for youth baseball in the CBA.
- f) Coaches are expected to submit signed Codes of Conduct for their coaching staff and Players. Players should work with their guardians/parents to understand and commit to the Code of Conduct for Players.

Any violation of any of the above may result in the person responsible for the infraction being ejected from the park by the umpire (see section 2 below). Umpires have full authority in this regard. Any refusal to follow an umpire's instructions will result in the game being discontinued. The offending team will default the game in such situations.

In the event that umpires for league games, are not available at game time, replacement umpires, OBA accredited or otherwise, will be used to ensure that the game is played. The use of replacement umpires shall not be a basis for not playing the game.

2. Ejection(s)

- a) As noted in section 1, any conduct violations may result in an ejection (umpire's discretion).
- b) It is an automatic ejection from the game if any coach leaves the bench or crosses the foul line to dispute a final ruling from an umpire (e.g. safe/out or fair/foul balls). After a warning, STOP - DO NOT cross the foul line.
- c) Coaches/players and/or spectators that are ejected MUST leave the park and refrain from further disturbances. If the coach/player/spectator DOES NOT leave in one (1) minute, the game will be declared a forfeit and awarded to the opposing team. The score shall be recorded 7-0 for the equivalent of a full game. Coaches and players who DO NOT abide by these CBA rules will be subject to league disciplinary action.
- d) Steps to be taken in the event of an ejection:
Umpire Actions
 - i. The umpire shall inform the coach/player/spectator they are ejected from the game. A suspension will be in effect until the offending team is informed that the suspension is over. A suspension will be in effect for the remainder of the current game, and for at least the next scheduled game.
 - ii. The umpire shall complete an Ejection Report after the game, noting the following information: date, division, diamond, home and visiting teams, plate and base umpires, name and sweater number of ejected player/coach, reason for ejection and summary of event.

- iii. The umpire will ensure the CBA Umpire in Chief and CBA Discipline Committee are given the Ejection Report for the incident within 24 hours.
- e) CBA Actions (Discipline Committee)
 - i. The CBA Discipline Committee will review all ejections/suspensions at their monthly meetings.
 - ii. After receiving the Ejection Report, the committee will advise the appropriate people on the length of the suspension, including:
 - the offending team
 - other division teams as required
 - iii. In the event of a serious incident or on the 3rd ejection of the same individual, the CBA Committee will call an emergency meeting to review the matter. (An attempt will be made to have the umpire, player/coach and another team official present at this hearing.)

Minimum suspensions following an Ejection

First Ejection	1 game
Second Ejection	2 games
Third Ejection	Release by CBA Discipline Committee
Serious Incidents resulting in Ejections	Until released by CBA Discipline Committee

3. Feedback Procedure

Feedback from players, parents and coaches can be submitted as follows:

- a) Complete the CBA Contact Us Form (located on our web page). Provide details of the situation. If you are describing an issue, give your proposed solution to the issue if possible. Be sure to include your name, phone number and address to allow for a response.
- b) The CBA Discipline Committee will review the feedback and reply back to the provider (if requested) within a reasonable time period. (If required, an emergency CBA Board, Rules and/or Discipline Committee meeting will be called to deal with serious concerns)
- c) The provider must be available to attend emergency meetings (for serious concerns) and to assist in the implementation of a solution(s), as required.

4. House League Call Ups

- a) Players from the immediate age division below may be used to fill a roster to ten (10) players (eleven (11) for *rookie*). If a called up player takes a team over ten (10) players (eleven (11) for *Rookie*), the opposing coach has the final decision on allowing the called up player to play.
- b) No Player may be called upon to play for another team unless permission has been obtained from the player's coach or coaches, if player plays on a select team.
- c) No player may play for another team in their respective division
- d) Call up players must be identified on the score sheet as well as to the opposing coach and umpire at the pre-game ground rules meeting.
- e) Call up players must wear either their own team's uniform or that of the team they are being called up to play for.
- f) Any violation of the above rules will lead to a forfeit of the game, with the game being ruled a 7-0 win for the non-offending team.

5. Uniforms & Equipment (players, coaches & assistants)

Players

- a) All players must wear the uniform supplied by their respective team.
- b) NO SHORTS OR SANDALS ALLOWED. Proper pants and proper footwear must be worn.
- c) ALL players must wear a jock or jill
- d) ALL players must wear their team supplied cap
- e) Metal cleats are prohibited
- f) Any and all jewellery is prohibited except Medical Alert.

Coaches & Assistants

- a) The coach and assistant uniform consists of the CBA supplied team jersey/sweater and hat (e.g. shorts will be permitted, pants such as ball pants, wind pants etc. are preferred)

- b) Coaches and assistants must also wear appropriate footwear (e.g. closed toe, sneakers or cleats without metal spikes)
- c) THE ONLY EXCEPTION IS IF A TEAM IS MISSING AN ASSISTANT COACH AND A PARENT IS NEEDED TO FILL IN TO HELP COACH OUTFIELD

Catchers, Batters, Runners (players, coaches, assistants)

- a) All catchers must wear approved catcher's helmet, facemask, throat protector, chest protector, shin guards, a cup and cup supporter for boys and a Jill for girls.
- b) Any player or coach serving as a catcher to warm up a pitcher must wear a facemask. This includes on and off the diamond.
- c) All runners, batters and players in the on deck circle, must wear an approved helmet with a chinstrap.
- d) Any player who is not dressed in the appropriate uniform (cap, jersey, and pants) will not be allowed to play. Umpires will enforce this if the coaches fail to do so.

6. Start Times & Curfews

- a) Teams must be ready to play when the umpire calls play ball.
- b) In the event of a rain-out, the home team's coach must notify the visiting team as far in advance as possible of the game cancellation.
- c) Game time begins at the time of the Umpire's watch-not at first pitch or any other start time.
- d) A grace period of 15 minutes for the start of game is allowed but the game clock starts at scheduled time. Games will not go past the scheduled curfew, regardless of the actual start time of the game.
- e) For Peewee and higher, in the event of rain, 1 hour and 15 min of game time will constitute a complete game. For Rookie and Mosquito a complete game will be 1 hour of game time.
- f) If a game is suspended due to weather or other reasons such as light failure/darkness etc., and has not reached the point of being a complete game, it will be replayed in its entirety (from the start) at a later date.

- g) Umpires are responsible for enforcing the start/stop times for each game.
- h) Prior to game time, the League Convenor shall make any decision to cancel the game(s) due to rain or inclement weather.
- i) Once the game has started, any decision to call or suspend a game is in the hands of the Umpire.
- j) A new inning may start if the previous inning ends prior to the time curfew.
- k) One extra inning may be played to break a tie as long as the game is still within the absolute curfew. If the home team is not ahead and the game must be called prior to the extra inning being completed due to the absolute curfew, the game score will revert to the score at the end of the previous full inning.

Divisional Curfew Rules

Division	Innings	Start Time	Time Curfew	**Absolute Curfew
T-Ball	2-3	6:30 PM	7:30 ❖	7:15
4-Pitch	3-4	6:30 PM	8:00❖	8:15
Major 4 Pitch	3-4	6:30 PM	8:00	8:15
Rookie	6	6:30 PM	8:00	8:15
Mosquito	6	6:30 PM	8:00	8:15
Peewee	7	6:00 PM	7:45 / 10:15	8:00 / 10:30
Bantam	7	6:00 PM	7:45 / 10:15	8:00 / 10:30
Midget	7	6:00 PM	7:45 / 10:15	8:00 / 10:30

****ABSOLUTE CURFEW-** this means game will be called at this time and game will revert back to last complete inning to determine winner.

❖ coaches discretion to end games earlier (e.g. in extreme heat)

Soper Creek Park: curfew is 10:30 p.m. (all play must be completed by this time)

7. Default Procedure

- a) In order to prevent defaults, if team A is short players and team B has ten (10) or more players, team B must lend team A, a maximum of two (2) players (i.e. team A must have at least seven (7) layers to prevent default) for that night. The game shall count as an official game played and points will go to the winning team. Should Team A still not have enough players they will forfeit the game.

*****During playoffs & the championship games a team must field a team with their own players or call-ups (ie. Players cannot be borrowed from the opposing team). Failure to field one's own team will result in a default.**

- b) Defaults will be scored as a 2 point win for the opposing team in the regular season, with no score assigned.

8. Team Line Ups – Rookie and above

- a) Once the line-up is handed to the home team scorekeeper, it is official.
- b) All player numbers must be indicated on the scoresheet.
- c) All call-ups must be indicated.
- d) A player leaving the game due to injury does not become an out in the batting line-up. The spot is simply by-passed. (NOTE: this is also true for an ejection).
- e) Every player must play a minimum of 2 defensive innings. No one may sit out 2 innings until all players have sat out one inning (with the exception of the pitcher). Failure to obey this rule will result in a forfeit game.
- f) Players who play for a rep team may also play house league, but must be registered with the house league team.
- g) To play in the playoffs, a player must have played at least 6 regular season games.

9. Equipment

- a) For each game, the Home team shall supply one new baseball plus the best used baseball from their equipment bag. The Visiting Team shall supply the best-used baseball from their equipment bag.
- b) The home team is responsible for putting the bases out prior to the game and for returning the equipment to the respective storage location at the conclusion of the game.
- c) The home team in Rookie and Major 4 Pitch is responsible for bringing and setting up the pitching machine.
- d) Wood and aluminium bats are allowed in all divisions. Only baseball (not softball) bats may be used.

Divisional Bat Rules

The following rules will apply to house league only.

The weight to length ratio will be as follows for the age groups:

Midget -3
Bantam -5
Pewee -10
Mosquito -10
Rookie -12

The only exception to this rule will be if a Select team is playing up in house league, they would be able to use their normal divisions ratio. Eg: If a Bantam Select team is playing up in the Midget House league the bantam team would be able to use a -5 bat.

10. Game Results

- a) Both coaches must sign the opposing team's scorebook after each game. In the event of a dispute the home team's scorebook will be considered official.
- b) The winning team is responsible for posting the game result to the web within 24 hours. (must include score and number of innings played)
- c) Winning teams are awarded 2 points. In games that result in a tie, both teams will be awarded 1 point.

11. Playing Field

The field will be laid out according to the following:

Division	Pitcher's Mound	Bases	Diagonal
T-ball	n/a	40'	
4-Pitch	30'	45'	
Major 4 Pitch	30'	50'	
Rookie	44'	60'	84' 10 ¼"
Mosquito	44'	65'	91' 11"
Peewee	50'	75'	106' 1"
Bantam	55'	90'	127' 4"
Midget	60' 6"	90'	127' 4"

12. Pitching

- a) In order to protect the player's arms from overuse and injury, strict limits are placed in the number of innings a pitcher may throw. Failure to obey the limit will result in a forfeit of the game and an automatic score of 7-0 being reported for the opposing team.
- b) A second offense will result in the head coach being suspended for one game.
- c) In Rookie ball the pitching machines will be set to a speed of approximately 35-40 mph and will be agreed upon by both coaches. If the machine fails at any point, the game will continue with each coach pitching to his own team a maximum of 5 pitches for each batter (no balls/strikes).

- d) In Major 4 Pitch the pitching machines will be set to a speed of approximately 25 mph, pitch angle 35 degrees (angle can be adjusted as needed), and will be reviewed by both coaches. If the machine fails at any point, the game will continue with each coach pitching to his own team a maximum of 4 pitches for each batter
- e) Players who play for a rep team may not pitch for a house league team.
- f) Pitchers, once removed from the mound, may not pitch again during the same game, but may play other defensive divisions.
- g) In Mosquito and higher the OBA Balk interpretation shall apply, however in Peewee because of the age and skill levels involved, only the very blatant balk move will be called and only after the Umpire has cautioned the pitcher and coach of the infraction. A runner will not be allowed to be picked off by a balk move even if the umpire has not warned the pitcher.
- h) A coach may make 1 trip to the mound per inning. On a second visit to the mound in an inning, the pitcher must be removed from the pitching position.

Pitch Limits for Each Division:

Division	Pitching Limit*
Mosquito	2 innings
Peewee	3 innings
Bantam	3 innings
Midget	3 innings

*one pitch constitutes an inning

13. Running, Stealing, and Lead-Offs

- a) Courtesy runners may be used for an injured player, and must be used for the catcher if there are 2 outs. The courtesy runner used must be the player who was the last recorded out.
- b) OBA contact rules are in effect.

Lead Offs

- a) Pee wee and higher will play under official baseball rules.
- b) Mosquito, Rookie, Major 4 Pitch, 4-Pitch – no lead-offs allowed (1 Warning from umpire per team)

Stealing

- a) Rookie, Major 4 Pitch, 4-Pitch - no stealing
- b) Mosquito:
 - i. runners may leave the bag or attempt to steal once the ball has left the pitcher's hand or the ball has been hit
 - ii. runners may not steal home (includes on catcher's overthrow to another base attempting to catch a stealing runner). Runners may only score on a walk, force or hit ball.
 - iii. batters may not run on a dropped third strike, they are automatically out
 - iv. runners may only steal one base at a time (eg. They may not steal another base on a catcher overthrow)
- c) Pee wee and higher – official rules of baseball

14. Mercy Rule (Run Limit Rule)

In order to keep games competitive and fun for both teams, a run limit rule will apply limiting the number of runs a team may score in any one inning. If the run limit is reached, that half of the inning is considered over, regardless of the number of outs.

The following chart outlines the mercy rule for each division.

Division	Innings 1-4	Inning 5-6
Rookie	4	5
Mosquito	4	6

Division	Innings 1-5	Inning 6-7
Pee wee	6	8
Bantam	6	8
Midget	6	8

15. Playoffs – Rookie and above

- a) All teams will be placed in a playoff series based on the final regular season standings, dependent on the total number of teams in the division. Playoffs will consist of a round-robin, minimum one game (single knock out), or may play within a pool.
- b) The two top teams in each series will play each other in a final championship game.
- c) Rookie Championship – game is 6 innings or 2 hour time curfew. No tie allowed. Game will continue until tie is broken.
- d) Peewee and above – game is 7 innings or 2 ½ hour time curfew. No ties allowed. Game will continue until tie is broken.
- e) In round robin games, if two teams are tied in the playoff standings, the following rules will be used to break the tie. If the first tie –breaking rule does not break the tie, then the next rule will be used. If more than two teams are tied, the rules will be used to determine the first position by starting at rule 4 to break all multiple ties, and then all the rules starting at rule #1 will be applied again in the same order to determine the tie-break for the final two teams.

Teams who default a game in the round robin playoffs will not be eligible to play in the championship game.

Tie breaking rules for regular season standings to determine playoff pools:

- a) Head to head win/loss record – if still tied then;
- b) Runs against per defensive inning in head to head games - if still tied then;
- c) Runs scored per offensive inning in head to head games - if still tied then;
- d) Total runs against per defensive inning - if still tied then;
- e) Coin toss

Tie breaking rules for round robin standings:

- a) Head to head win/loss record - if still tied then;
- b) Runs against per defensive inning in head to head playoff games - if still tied then;
- c) Runs scored per offensive inning in head to head playoff games - if still tied then;
- d) Total runs against per defensive inning in playoff games - if still tied then;
- e) Regular season head to head win/loss record
- f) Regular season overall win/loss record

16. Rookie Specific Rules

- a) Ten players play in the field. (Maximum of 5 “infielders” in addition to the catcher at discretion of the umpire) [infield positions: pitcher, 3 basemen, short stop]
- b) Reaching into the pitching circle to field a ball will be considered same as hitting the pitching machine (if contact is made) – ie. All runners advance one base, batter goes to first.
- c) Stopping the play-Umpire will call time when an infielder has possession of the ball and in the judgment of the umpire the play has terminated (i.e. the runners are not advancing.)
- d) Each batter will have five strikes (good pitches as judged by the umpire) to put the ball in play. If the 5th pitch is a foul ball then the batter continues to hit.

17. Major 4 Pitch Specific Rules

- a) Scores are not kept
- b) The coach provides 4 pitches per batter. After the 4th pitch, the batter is out (e.g. if there is no hit)
- c) Play continues until 3 ‘outs’ or the full roster has batted, whichever comes first.
- d) All players are on the field to play. No player may play the same position twice during the game. They are to rotate through the infield and outfield. No player is to stand on the first base or third base lines.
- e) Once an attempt is made to throw a ball back into the infield, the runner may advance to the base he/she is running at his/her own risk and no further, even when a wild throw puts the ball back into the outfield.
- f) A maximum of 3 Coaches/Helpers permitted on the field: i.e. pitcher, 1st and 3rd base to direct players. They should remain stationary when the ball is hit and not interfere in the play.


18. 4-Pitch Specific Rules

- a) Scores are not kept
- b) Players may choose to use the ‘T’ to bat from in the first 3 games of the season
- c) The coach provides 4 pitches per batter. After the 4th pitch, the batter is out
- d) All players are on the field to play. No player may play the same position twice during the game. They are to rotate through the infield and outfield. No player is to stand on the first base or third base lines.

- e) A team will continue to bat (no bunting allowed) until they have completed their team roster. Please rotate the batting order to give all players a chance to lead off an inning
- f) The team must announce when their last batter comes to the plate. All base runners and the last batter will continue running the bases until the batter touches home plate. The inning is over when the runners have crossed the plate and the catcher has possession of the ball and touches home plate
- g) Once an attempt is made to throw a ball back into the infield, the runner may advance to the base he/she is running at his/her own risk and no further, even when a wild throw puts the ball back into the outfield.
- h) A maximum of 3 Coaches/Helpers permitted on the field: i.e. pitcher, 1st and 3rd base to direct players. They should remain stationary when the ball is hit and not interfere in the play.

19. T-Ball Specific Rules

- a) Scores are not kept
- b) Jocks/Jills are not required for players
- i) All players are on the field to play. No player may play the same position twice during the game. They are to rotate through the infield and outfield. No player is to stand on the first base or third base lines.
- j) A team will continue to bat (no bunting allowed) until they have completed their team roster. Please rotate the batting order to give all players a chance to lead off an inning
- k) The team must announce when their last batter comes to the plate. All base runners and the last batter will continue running the bases until the batter touches home plate. The inning is over when the runners have crossed the plate and the catcher has possession of the ball and touches home plate
- l) Once an attempt is made to throw a ball back into the infield, the runner may advance to the base he/she is running at his/her own risk and no further, even when a wild throw puts the ball back into the outfield.

	Rules Committee	
	<i>Proposal and Impact Analysis of New or Amended Rule</i>	
Proposed Rule	New <input checked="" type="checkbox"/> Revision <input type="checkbox"/>	
Divisions Affected:	Section:	
Existing Rule		
Divisions Affected:	Section:	

Rationale & Impact Analysis

Rationale (why add/change the rule?)	
Impacts (positive outcomes expected, risks & mitigation)	
Players & Parents	
Umpires	
Coaches	
Scheduling & Municipality Relations	
Equipment, Registration Fees, other financial implications	
Other Rules Impacted	
Other	

CBA Board Vote:

<i>Date of Review</i>		
Motion by: Rules Committee / Other	Seconded by: xx	Decision: Carried / Not
Implemented in Version:		

PLAYER POSITION AND SIT-OUT SHEET

	PLAYER		INNING							SIT-OUTS		
	Sweater Number	Name	1	2	3	4	5	6	7	This Game	Previous Games	TOTAL
1												
2												
3												
4												
5												
6												
7												
8												
9												
10												
11												
12												
13												
14												
15												
16												
17												
18												
19												
20												

PLAYER: Enter player sweater number and name.

INNINGS: Enter player's position for each inning.

Pitcher (1 or P), Catcher (2 or C), 1st Base (3, 1st or FB), 2nd Base (4, 2nd or SB), 3rd Base (5, 3rd or TB), Short Stop (6 or SS), Left Field (7 or LF), Center Field (8 or CF), Right Field (9 or RF), Floater "Tyke Only" (10 or F) and Sit-Out (S)

SIT-OUTS: - Number of sit-outs this game.
 - Number of sit-outs from previous games.
 - Total number of sit-outs.

CBA EJECTION REPORT

(to be completed by the Umpire who made the ejection and submitted to the CBA, Discipline Committee and Umpire in Chief)

UMPIRE: _____ **OBA #** _____

UMPIRE PARTNER: _____ **OBA #** _____

PHONE NUMBERS _____

DATE: _____ **DIVISION:** _____

DIAMOND: _____

HOME TEAM: _____

VISITING TEAM: _____

NAME & SWEATER NUMBER OF PLAYER/COACH: _____

TEAM: _____

REASON FOR EJECTION:

SUMMARY OF THE EVENT: (use additional sheets if necessary)

