



Clarington Baseball Association

Home of the Orioles
26 Beech Avenue
Bowmanville ON L1C 3A2
Claringtonbaseball.ca

Clarington Baseball 9u Select
June 21-23, 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

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. SP12.1 9u Pitching Rules

- a. A Safety Circle; 8 feet in diameter with its center at 44 feet from the home plate, will surround the pitching machine. The pitcher must stand beside the pitching machine outside the safety circle and behind the release point of the pitching machine. Lines should be drawn from the release point to 4 ft. beyond the circle. The pitcher must have both feet on the white line or within 4 ft. behind the line until the ball is release from the machine.
- b. The machine speed will be set at 40 mph. The pitching machine speeds cannot be altered except at the end of an inning. If the flight of the ball becomes erratic, it may be corrected at the direction of the umpire. This may be done at any time. If any adjustment of the pitching machine is done between innings, both teams will be notified. A coach will operate the machine. A regulation baseball approved for 11U will be used.
- c. **The Safety Circle and Balls Hitting the Pitching Machine:**
 - i. If a batted ball hits the machine, pitching coach, or any apparatus within the pitching circle, the ball is dead, the batter is awarded first base, and all other runners will advance if forced.
 - ii. If a thrown ball hits the pitching machine, pitching coach, or any apparatus within the pitching circle, the ball is dead and bases will be awarded according to the Official Baseball Rules pertaining to overthrows.
 - iii. If a player enters the safety circle to retrieve a batted ball, the ball is dead, the batter is awarded first base, and all other runners advance if forced.
 - iv. If a player enters the safety circle to retrieve a thrown ball, the ball is dead and bases will be awarded according to the Official Baseball Rules pertaining to overthrows.

- d. The pitcher must stand beside or behind the pitching machine outside the safety circle. The pitcher must wear a regulation batting helmet designed by the manufacturer with a face mask and chin strap attached to protect from an errant ball that hits the machine.
- e. Each batter will receive a maximum of 5 hittable pitches. If the batter does not hit a fair ball within 5 pitches, he will be declared out. If the 5th pitch is a foul ball and is caught before hitting the ground, the batter will be declared out. The batter will not be called out if the 5th and subsequent pitches are called a foul and not caught. The batter may receive an additional pitch until he puts the ball in play, or hits another foul. If he misses the subsequent pitch, he is out.
- f. Good Pitch definition:
 - i. Batter swings and misses.
 - ii. Batter swings resulting in a foul ball (see foul ball on 5th good pitch 11.1 (e)).
 - iii. Batter does not swing but umpire determines the pitch was hittable and is therefore counted as a good pitch.
- g. No Pitch definition: A pitch deemed not in an age-appropriate strike zone or unhittable by the umpire should be called No Pitch.
- h. Batters cannot obtain a base on balls.
- i. To stop defensive play, any infielder who has control of the ball and is standing within the understood boundaries of the infield, can ask for time to be called. Note: the ball does not have to go back to the pitcher before an infielder may ask for time. Time will be granted at the umpire's discretion and may not be granted if a baseball play is underway.

7. SP12.2 9u Playing Rules

- a. The number of the innings in a complete game will be 7 for 9u. An inning shall be deemed to have started immediately after the last out in the bottom of the previous inning that has occurred.
- b. All players present shall be listed on the teams batting line-up and shall bat in that order. Any player arriving late may be added to the bottom of the batting order, provided their team has not completed one rotation through the batting order or the game has completed two innings. (PENALTY – the game is a forfeit and the manager/coach suspended for the remainder of the game plus next game.)
- c. A game forfeit will be declared and a score of 7 – 0 will be recorded if a team is unable to field a team of 9 players at the scheduled starting time, or at any time of the game.
- d. Bunting is not permitted. Batter will be declared out.
- e. Stealing is not permitted. Runner will be declared out.
- f. Runners may not leave the base until the batter makes contact with the ball. Runner will be declared out.
- g. Base runners may only advance on a ball which is hit in fair territory or a foul ball caught in play. Usual rules apply about tagging up before advancing and at their own risk would apply to caught foul balls. Base runners may not advance on a passed ball or a pitched ball returned to the pitcher by the catcher.
- h. An inning will end when three outs are made or a maximum of 7 runs have been scored. On any play where the last run is scored, all awarded runs will be counted beyond the 7-run threshold. This only applies to dead ball awards such as overthrows out of play, or home runs over the fence.
- i. The infield fly out does not apply.
- j. All catchers are required to wear full catcher's equipment during the game and during warm-ups. Use of a catcher's mitt is optional.

- k. A defensive coach may call one infield conference per inning.
- l. **MERCY:** If the home team is ahead by 15 or more runs after 3½ innings, or at any time beyond this point, the home team will be declared the winner. If the visiting team is ahead by 15 or more runs after 4 or more complete innings, the visiting team will be declared the winner.
- m. The coach operating the pitching machine may instruct the batter before feeding the machine, but shall not instruct runners during the play. **PENALTY:** The coach shall be warned. If the action continues, the coach will be ejected from the game.
- n. The coach operating the machine is required to wear a baseball helmet. For the purposes of this rule, a skull cap is considered a baseball helmet. **PENALTY:** The team will be warned once to wear a helmet. The second violation or refusal to wear the helmet will result in the coach being ejected.)
- o. Until the ball is fed into the pitching machine, outfielders must position themselves at least 15 feet beyond the basepaths or on the outfield grass, whichever is closer.
- p. Batters at 9U must drop the bat and not throw it (intentionally or unintentionally) upon hitting the ball. Penalty: each team shall be entitled to one warning per game. After the warning any further offences shall result in the batter being declared out, the ball being dead and runners returning to their bases. If, prior to the team's warning, a batter throws the bat resulting in an injury, the ball is dead, the play is halted and the team will receive its warning. The batter will continue. However, if this is the batter's 5th pitch, he will be considered to have batted the ball illegally and will be out.
- q. Missed Base Appeal: Should a coach feel a runner missed touching a base in the course of live ball play, the following process should be followed.
 - i. If time has already been called, request permission to speak with the umpire responsible for the call.
 - ii. Notify the umpire you are appealing a missed touch by identifying the player and base involved.
 - iii. The umpire responsible can rule independently on the appeal and or consult other umpire(s) prior to ruling on the appeal.

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) Garnet B Rickard East

1. 2440 Durham Regional Hwy 2 Bowmanville Ontario
- b) Garnet B Rickard West
 1. 2440 Durham Regional Hwy 2 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:

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