

Select Division Playing Rules – Provincial Tournament Rules

SP1 Official Rules

- a. The playing rules for all scheduled games within the OBA Select Division Provincial Championship shall be the “Official Rules of Baseball” except as detailed below.
- b. OBA Select Division Provincial Tournament Rules cannot be changed or amended without approval of the OBA Select Council.

[\[TOP\]](#)

SP2 Eligibility

- a. The following players are ineligible to play Select:
 - i. Rep Division of Baseball Ontario
 - ii. Elite Baseball League of Ontario (EBLO)
 - iii. Premier Baseball League of Ontario (PBLO)
 - iv. Canadian Premier Baseball League (CPBL)
 - v. From programs not recognized by Baseball Ontario
- b. Teams must be from member associations that have both paid their membership by the June 30th deadline & that the association has also submitted roster for all of their select teams by June 30th. Only players listed on the June 30th roster are eligible for the Provincials Championship unless otherwise excepted under SP2(d). Select Council may consider requests for exceptions. Roster Exemption requests may be submitted to the Select Council for review no later than June 30th. (B) Recognized Select Loops with a direct entry to Provincials must have paid their membership, provided a complete list of all teams by division playing in loop, as well as making payment for all division playoffs by June 30th.
- c. At 18U only, a maximum of 3 15U call-ups will be eligible to play. 15U call-ups may not pitch for an 18U team during a Provincial Championship. All call-ups must meet Select player eligibility rules as outlined in SP2.
- d. At all ages, a maximum of 3 call-ups from the same local association’s house league will be eligible to play and not pitch. These call-ups are eligible for sanctioned tournaments only, not provincial championships.
- e. In order to be eligible to compete in Sanctioned Tournaments, Provincial Qualifiers, and Provincial Championships, 50% of the players on the roster must live within the Association's boundaries. If the roster does not meet this 50% rule, an exception request may be filed with the OBA Select Council prior to the June 30th roster deadline. The request will be reviewed by the OBA Select Council.
- f. *Where a player of a younger age is rostered with a team at an older age category, such player shall be considered a player of the older age division at which he is rostered and*

not eligible to play with a younger ages team. This exception does not apply to pitching rules – the player is still restricted to pitch counts and days rest for his natural age.

[\[TOP\]](#)

SP3 Team Roster

- a. In order to be on a Select roster after June 30th, all coaches and field managers must meet the certification requirements as set out by Select Council. Select Council shall publish annually a list of certification requirements by the Annual Division Meeting.
- b. Coaches that do not meet the coaching certification by the June 30th roster cut-off will be removed from the roster and ineligible to coach. Coaches have until the start of their Provincial Championship to certify and be re-added to the roster should the course be available. Otherwise, they are ineligible to coach during a sanctioned provincial tournament, provincial championship qualifying game or tournament, and the Provincial Championships. An appropriately certified coach whose name appears on another OBA approved roster will be allowed to coach during sanctioned provincial tournaments, provincial qualifying game or tournament, and the Provincial Championship. Notification of the coaching change must be provided to the on-site convenor or their designate prior to each-and-every game and proof of certification must be available if requested.
- c. **Penalty:** If an ineligible coach (ie: does not have the correct coaching certifications, is not currently on an approved roster, or has been removed from the roster for any reason) is performing an on-field or dugout coaching role, they will be immediately removed from the game. The incident shall be reported to the OBA Select Council for disciplinary action which may include fines or suspension for the Local Association or Member.
- d. A first aider may be added to a Select Roster as per the Baseball Ontario Policy.
- e. All teams should register with the onsite convenor at least ONE HOUR prior to their first game.
- f. A copy of the team roster listing all players, coaches and including sweater numbers must be presented to the OBA Select Division On-Site Convenor at the time of registration.
- g. All roster submissions must designate whether the team is Dedicated Select (DS) or House League Select (HS).
- h. A copy of each player's government issued documentation that identifies proof of birthdate must be available.
- i. There is a limit of 18 rostered players and up to 4 rostered coaches on the bench.

- j. 22U players are required to provide proof of age using government issued photo identification. (i.e. drivers licence, photo health card, etc.)
- k. Age Limitations - *The levels are as follows:*

LEVEL	AGE OF PLAYER AS OF DECEMBER 31 OF THE CURRENT PLAYING SEASON
9U	9 years old or younger
11U	11 years old or younger
13U	13 years old or younger
15U	15 years old or younger
18U	18 years old or younger
22U	22 years old or younger

- l. The home team will supply the official scorekeeper and a pitch count tracker if one is not supplied by the tournament officials. Prior to the start of each game, a line-up card listing all players and coaches first and last names with uniform numbers must be provided to the home plate umpire, scorekeeper & Pitch count recorder, and exchanged with the opposing team.
- m. The official scorekeeper supplied by the home team must turn in the game score sheet (white copy) & the pitching count sheet (pitches checked off by individual pitch) to the on-site convenor at the end of the game.
- n. Any player arriving late may be added to the bottom of the batting order, provided the game has not completed 2 innings.
- o. 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. Any exception to this rule must be brought to the attention of the convenor, umpire, and opposing team while the violation is eligible to be enforced.
PENALTY: The game is a forfeit and the manager/coach suspended for the remainder of the game plus next game.
Exception: in the event a mercy has occurred after 3½ innings and the home team has players who have not completed the second of their two full defensive innings, this will not be considered an infraction.
- p. No player will be listed on the game line-up if that player is unable to play a defensive position. All players listed on the line-up sheet will bat. Players listed on the official score sheet and official pitch tracking sheet must have first and last names as well as a jersey number.
PENALTY: The Manager/coach suspended for the remainder of the game plus next game.
- q. All players will bat in the order as presented to the umpire and the official scorekeeper prior to the start of each game.

- r. **Players injured during the game:**
Any player leaving the field due to an injury must remain out of the game for at least one complete defensive inning before re-entering the game in a defensive position. A player unable to take their turn at bat, after having been removed from the field due to an injury, will be removed from the line-up and further play in the game (this is not an out nor is it considered batting out of a turn). If the team no longer has a minimum of 9 players, the game is a forfeit.
- s. A batter or runner may not have a pinch runner unless injured during their turn as a batter or runner. The designated pinch runner will be the last recorded out. If this occurs before any outs, then the designated pinch runner will be the last out from the previous inning.

[\[TOP\]](#)

SP4 Pitching Rules

See also: [Arm Care Rules in the OBA Playing Rules.](#)

- a. In 11U and 13U 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.
- b. In 11U & 13U games, a pitcher once removed from the pitching, regardless of the 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.
- c. In 15U and up games, a second trip to the mound by a manager/coach to the same pitcher in the same inning shall result in the pitcher's automatic removal from the pitching position. The pitcher, once removed, may continue in the game at another position but shall not be permitted to return to pitch in that game.
- d. At the 11U division, Balks are not to be called. Should a pitcher balk, (e.g. double set or not pause) umpires will indicate such infractions to the coach between innings. At the 13U division, Pitchers will receive one balk warning. Base runners will not be disadvantaged as a result of a balk warning.
- e. No balk warnings will be issued at 15U and up.

[\[TOP\]](#)

SP5 Curfew

- a. The number of innings in a complete game will be seven for 11U-22U. An inning shall be deemed to have started immediately after the last out in the bottom of the previous inning that has occurred.
- b. No New Inning will start after one and three quarter (1¾) hours from the first pitch. At the 15U-22U levels, no new inning will start after 2 hours from the first pitch. However, if a new inning starts prior to the time curfew, the inning must be completed. Exception: If the visiting team is unable to tie or go ahead of the home team after having played the top half of an inning that extended beyond the curfew, then the game is considered complete and the home team does not go to bat as they have already won the game.
- c. The official start time is to be determined by the umpire and reported to the official game scorekeeper. The umpire's time piece or designated time piece will be considered final.
- d. The Championship game(s) are not subject to the time curfew limits and will be full games to determine a winner except where the mercy rule is applicable.
- e. In the event of a delay during tournament play due to rain or darkness and prior to that game becoming official (3½ or 4 innings. See Mercy Rule below), the game will be suspended and the curfew clock stops. The clock will resume at the recommencement of play.
- f. The game will be resumed from the point of suspension for the balance of the time available. The defensive team must resume their exact position on the field.
- g. The scheduled starting time may be at the discretion of the OBA Select Division On-Site Convenor.
- h. An official game will be 7 innings or time expired or mercy rules are applied.

[\[TOP\]](#)

SP6 Mercy Rule

- a. An 18 run mercy will apply after 3 innings, 15 run mercy will apply after 4 innings and a 10 run mercy will apply after 5 innings. If the home team reaches or exceeds the mercy threshold at any time during the inning, the game is complete and the home team is declared the winner once the mercy is achieved.
- b. If the visiting team is ahead by the 18 run mercy after 3 innings, 15 run mercy after 4 innings or 10 run mercy after 5 innings, the visiting team will be declared the winner and the game is complete.

[\[TOP\]](#)

SP7 General

- a. At the beginning of each game, the home and visiting team designation will be decided by a coin toss. The team coming the greater distance will make the call.
- b. Barring extenuating circumstances, if 1 team is not able to field a team of at least 9 players within 15 minutes of the scheduled starting time for such game (or have fewer than 9 players at any point during the game), the game will be forfeited to the other team and a 7-0 score will be recorded. Under extenuating circumstances, the offending team may appeal to the OBA Select Division On-Site Convenor. The OBA Select Division On-Site Convenors decision will be final.
- c. No smoking or use of tobacco products, alcohol, or non-prescription drug is permitted on the playing field, in the dug outs, or in the immediate vicinity of the dugouts (this applies to coaches, players & umpires). City smoking bylaws must be obeyed.
 - i. Players, coaches & umpires in uniform must refrain from using any tobacco products during all games.
- d. Players, coaches & umpires in uniform must not be under the influence of alcohol or drugs other than over the counter or doctor prescribed medications.
- e. PENALTY for (a) and (b) will be immediate ejection for players or coaches and may result in loss of accreditation for umpires.
- f. **Protests**
 - i. A protest Committee shall be established by the OBA Select Division On-Site Convenor in consultation with the Select Council Operational Committee. No more than one member of select council, who may be convening a tournament, may be present on a protest committee. The Select Council Commissioner and Deputy-Commissioner shall not be members of local protest committees.
 - ii. Protests based on umpires' judgement decisions will not be permitted. 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 be advised by the umpire prior to resumption.
 - iii. Any protest once a game has started, that requires resolution, will be settled on the field at the time the problem occurs. For purposes of any curfew, the clock stops while the protest is being adjudicated.
 - iv. Should the protest involve a decision by the OBA Select Division On-Site Convenor, they will not be a member of the Protest Committee but will be afforded the opportunity to present information related to the protest.
 - v. Before any protest is heard, the team will pay a \$75 cash protest fee. Should the protest be upheld, the fee will be refunded.
- g. The OBA Select Division On-Site Convenor has the ultimate authority relating to any matter that requires a ruling or clarification.

- h. Ejections: Each manager and head coach is responsible for the behaviour of all players, coaches, and spectators with their team. Should all present, roster listed coaches be ejected, the game will be forfeited.
- i. In the event a player or coach is ejected from a game, the individual must leave the diamond and no longer be involved in that game. The player, coach, or manager ejected from the game is suspended for the next scheduled game.
- j. The OBA Select Division On-Site Convenor will review all ejections for possible additional suspensions. If any additional discipline is required, the player/coach will be notified prior to the completion of the team's next scheduled game. However, it is the responsibility of the head coach to find out about the possible increased suspensions of any suspended coaches or players.
- k. The umpire of the game where an ejection occurs, shall report verbally to the convenor immediately after the game ends (or is suspended) and files an ejection report with the OBA Select Division On-Site Convenor of the tournament within 2 days (or the umpire is suspended).
- l. The OBA Select Division On-Site Convenor reserves the right to alter and/or revise any start times necessary to ensure completion of the games.
- m. No infield warm-up will be allowed. All pre-game warm-ups may take place on the outfield grass (if available) or at other safe and appropriate locations.
- n. A defensive player may be substituted for the purposes of warming up to come in to pitch. The player must assume the pitching position either during the inning of the substitution, or at the start of the next defensive inning. Note: The player being substituted for and the player coming in will be considered to have played a complete inning for the purposes of SP3(m).
- o. Teams should be given a minimum of 30 minutes from the time of completion of the last game that they players until the start of their next game. If a team must travel from another location, appropriate travel time shall be added to the required game interval. Teams must be given 60 minutes between their 2nd and 3rd games in one day. Teams have the option to waive or reduce rest time.
- p. Diamond Layout:

DIVISION	BASE DISTANCE	PITCHING DISTANCE
9U	65'	44'
11U	65	44'
13U	75'	50'
15U	90'	60'6" (mound required)
18U & Up	90'	60'6" (mound required)

- q. OBA Select Division, hosting Baseball Associations and the host cities will not accept responsibility for accidents, injuries or loss during this tournament.

- r. Bat boys / girls are not permitted.
- s. Umpires must be OBA certified and in good standing. If any umpire used in a tournament is found not to be registered with the OBA and games are played using the umpire, results will stand but the host will be fined \$250.00 per incident and may be refused to host any tournaments the following year.
- t. **Malicious Contact**
 - i. Malicious contact is to be penalized whether committed by an offensive or defensive player. Contact shall be considered malicious if:
 - a. the result of intentional excessive force, and/or
 - b. there is an intent to injure.
 - ii. The umpire shall determine whether contact was avoidable or if the fielder blocks the base path, the runner may make contact, slide into or collide with the fielder as long as the runner is making a legitimate attempt to reach the base/plate.
 - iii. Runners do not have to slide but must make an attempt to avoid making contact with a fielder. A player who maliciously runs into another player is to be declared out (unless he/she has scored prior to committing the infraction) and is to be automatically ejected (whether or not declared out).
 - iv. If the defensive player blocked the base path clearly without possession of the ball, obstruction shall be called. The runner is safe, and a delayed dead ball is called.

[\[TOP\]](#)

SP8 Equipment

- a. All players and coaches will be dressing in a baseball team uniform as issued by their home association; minimum coach's uniform being long pants, and association issued golf shirt or t-shirt with a number and a cap (Association logo or name must be identifiable). No sandals are permitted on the diamond.
- b. Metal cleats will be allowed from 15U-22U levels only.
- c. All catchers are required to wear a mask with throat protector, helmet, chest protector, shin guards, a cup and cup-type protector during the game and warm-ups in all divisions. In 9U the use of a catcher's mitt is optional.
- d. Coaches or players warming up pitchers either on the field between innings or in the bullpen must wear a protective mask.
- e. It is mandatory that all players wear a protective athletic support.
- f. The batter shall wear a prescribed protective helmet with ear flaps covering both ears while on deck, at bat, or running the bases. The helmet may not be removed until the batter is retired, has crossed home plate and left the field of play or the

half inning has been completed. Should the batter/runner remove the helmet before leaving the field while the ball is in play, they will be declared out. In 9U, 11U, 13U helmet straps are mandatory unless there is a manufacturer's installed face guard (C-Flap) worn as designed by the manufacturer.

- g. At 15U – 22U levels, batting helmet chin straps are optional.

[\[TOP\]](#)

SP9.1 11U Select Playing Rules

The following rules apply to 11U games:

- 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.
 - o **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.
 - o **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.
 - o **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.

[\[TOP\]](#)

SP9.2 13U Select Playing Rules

- a. 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.

- b. At 13U 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.
- c. 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.
- d. Unlimited substitutions defensively are allowed (including for injury or official ejection). Note SP3 (m) 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.
- e. In 13U 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.
- f. At the 13U division, pitchers will receive one balk warning. Base runners will not be disadvantaged as a result of a balk warning.

[\[TOP\]](#)

SP10 Sanctioned Tournaments

SP10 Sanctioned Tournaments

- a. All sanctioned tournaments must be posted on the OBA website. Any association found not having posted tournaments on the OBA website will face discipline.

[\[TOP\]](#)

SP11 Tournament Rules

SP11.1 Double Knock-Out Tournaments

- a. The schedule of any Select Provincial Championship must be posted 14 days prior to the start of the tournament. If teams have not yet been confirmed, placeholder names will be provided.
- b. The Select Provincial Championship Tournament is a double knockout format
- c. All games must have a winner, and extra innings may be played past their inning or time curfews to establish a winner as required.
- d. Only once during the tournament may three rounds be played on one day.
- e. In a 9-team or more tournament, two rounds will be scheduled for the first day of the tournament.
- f. In an 8-team or less tournament, minimum one round will be scheduled for the first day of the tournament.
- g. Byes are to be awarded as follows:
 - i. No team shall receive a back-to-back bye in successive rounds.
 - ii. No team shall receive second bye until all remaining teams have received their first bye.
 - iii. If more than 1 team is eligible for a bye, the undefeated team shall automatically receive the bye.
 - iv. If more than 1 team is eligible for a bye, the bye team will be determined by means of a draw with the first team drawn receiving the bye.

[\[TOP\]](#)

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).

[\[TOP\]](#)

SP11.3 Time Between Games

- a. Teams should be given a minimum of 30 minutes from the time of completion of the last game that they played until the start of their next game. Teams must be given 60 minutes between their second & third game of the day. If a team must travel from another location, appropriate travel time shall be added to the 30-minute period. Teams entitled to rest period have the right to wave or reduce the time period.
- b. A suspended game shall count as a game on both days if 3 or more innings are played on both days. If less than 3 innings have been played on either day, that day shall not count toward the 2 games in a day.
- c. At 22U and below, no team shall play more than 2 games in a calendar day. A suspended game shall count as a game on both days if 3 or more innings are played on both days. If less than 3 innings are played on either day, that day shall not count toward the 2 games in a day. On the final day of the tournament, a maximum of 3 games may be played.
- d. A forfeit under SP8(w) will result in the following:
 - a. In Select Provincial Championship Tournaments, the game will be forfeited to the other team and the offending team will not be allowed to continue in the tournament. The game will not count as a bye in the tournament for future bye rules.
 - b. In Select Sanctioned Tournaments, where applicable, teams forfeit their rights to participate in any tie breaker.
 - c. The game will not count as a bye in the tournament for application of bye rules.
 - d. The game will not count as a game played for maximum number of games played in a day.

[\[TOP\]](#)

SP11.4 Teams Dropping Out of Provincial Championships

- a. Where a team drops out of a provincial championship tournament 72 hours or more prior to the start of the tournament, the schedule for the tournament will be redone. If a team drops out of a provincial championship tournament less than 72 hours prior to the tournament and the schedule for the tournament has been published, the OBA Select Division On-Site Convenor has the ultimate authority to change the schedule as per section SP8(g).
- b. When the schedule is not redrawn and a team receives a forfeit win in the first two rounds, directly resulting from a team withdrawal. This forfeit, counts as a bye for future bye rule considerations. No other forfeits are counted as byes.

[\[TOP\]](#)

SP11.5 Extra Inning Rule

- a. The following extra inning procedure will be used when the game is tied at the end of regulation play for Select Division Provincial Tournaments & where local hosts require game winners for Select Sanctioned Tournaments:
 - i. Each team will begin the extra inning (and any subsequent necessary extra innings) with a player on second base only, no outs.
 - ii. The placement of runners of the extra inning or any subsequent innings will be determined by how the previous inning ended.
 - a. The hitter with the last plate appearance in the previous inning will be placed at first base.
 - b. The hitter with the second-to-last plate appearance in the previous inning will be placed at second base.
 - iii. The traditional system of the visiting team hitting in the top of the inning and the home team hitting in the bottom of the inning will remain in effect until a winner is determined.
 - iv. All other Official Baseball Rules and Baseball Ontario rules remain in effect during extra innings. Example: If the last inning ends with the #6 hitter having the last plate appearance, then the extra inning begins the #7 hitter at bat, and the #5 hitter at second base and the #6 hitter at first base.
- b. For Select Sanctioned Tournaments, where a winner is not required by the hosts rules, the curfew rule in Section 5 still applies.

[\[TOP\]](#)

SP12 9U Select Playing Rules

The following rules apply specifically to the 9U division in addition to the other tournament rules stated herein:

- a. Before each game begins, a lineup of players, not exceeding 18, complete with sweater numbers and full names, must be submitted to the scorekeeper.

[\[TOP\]](#)

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 bating 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 with in 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 can not 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.

[\[TOP\]](#)

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.