KINGSTON THUNDER BASEBALL ASSOCIATION

HOUSE LEAGUE RULES 2009 May 1, 2009

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APPENDICES

1. GAME REPORT
1. O.B.A. RULE Q3 *THE APPROVED PLAYING RULES OF ROOKIE BALL* AS AMENDED

1. INTERLOCKING PLAY

1.01 Any division that is involved in an interlocking schedule, those games will be conducted under those rules as agreed to by both associations.

2. OFFICIAL RULES

2.01 The playing rules shall be " Baseball Canada's Official Rules of Baseball" and the "O.B.A. Playing Rules & Regulations" unless superceeded by the following rules.

3. FIELD DIMENSIONS

3.01 Field dimensions will be as prescribed in "O.B.A. Playing Rules & Regulations" unless superceded by these rules.

4. PRE-GAME WARM-UP

4.01 Infield warm-ups must be completed 5 minutes prior to the scheduled game time.

4.02 When there is a preceding game and time does not allow for infield warm-ups, teams may warm-up off the field at a safe and appropriate location.

5. GAME LENGTH & CURFEW

5.01 Games will be 7 innings in all divisions.

5.02 In the Rookie Division all games will run a maximum of 1 1/4 hours from the official start time being 6:30 p.m.

In the Mosquito Division no new inning shall start after 1 hour and 25 minutes from the official start time, and this shall be considered the LAST INNING.

5.03 In the Peewee Division no new inning shall start after 1 hour and 40 minutes from the official start time, and this inning shall be considered the LAST INNING.

5.04 The official start time is the scheduled start time.

5.05 In the event that a preceding game has caused a delay in the start of a game, the official start time is to be determined by the home plate umpire and reported to the official scorekeeper.

5.06 Tied games are allowed.

6. OFFICIAL GAME & DELAY DUE TO ENVIRONMENTAL CONDITIONS

6.01 A game will be considered official after 4 innings or when it has reached it's curfew time.

6.02 In the event of a delay due to rain, lightning, etc. ..., prior to the game becoming official, the game will be suspended. The game will be resumed from the point of suspension if time and conditions allow. Time while the game is under suspension does not count as game time. The defensive team must assume the same positions being played at the point of suspension except the defensive team may make a pitching change noting that all rules governing pitchers still apply.

6.03 In the event that a game is not played to the point of becoming an Official Game, then that game will be replayed in its entirety. The division Convener will arrange for a new game time and inform the teams of that re-scheduled time.

7. POSTPONEMENT OF GAMES

7.01 Prior to the start of a game, only the Division Convener or other designated member of the Executive may postpone a game to a later date.

7.02 Once a game has started, it is under the control of the umpires. The umpires will decide when play shall be suspended during a game due to weather or field conditions; when play will resume after such suspension; and, in consultation with the Division Convener or other member of the Executive, if available, when the game shall be terminated after such suspension.

7.03 Only games postponed in this manner will be rescheduled. **Coaches cannot postpone a game.**

8. MERCY RULES

8.01 Rookie, Mosquito, and Peewee Divisions: There is a 5 run per inning mercy rule in effect.

8.02 Bantam and Midget for 2008 are playing under the Quinte Rules.

9. OFFICIAL SCOREKEEPER & REPORTING OF GAME RESULTS

9.01 The home team will supply the official scorekeeper.

9.02 The official scorekeeper will obtain the team line-up from each team prior to the start of the game, record the official start time, all pitching changes, players leaving game for any reason, ejections, protests, and have the umpires sign the Game Report at the conclusion of the game.

9.03 K.T.B.A. teams must turn in Game Reports to the Association office or the drop box located at the front door of the Woodbine Park building.

9.04 K.T.B.A. teams playing interlocking games away from Woodbine Park must complete and turn in a Game Report as well. Umpires signatures are not required on these reports.

10. TEAM LINE-UP & SUBSTITUTIONS

10.01 All eligible players present shall be listed on the official score sheet prior to each game and will bat in the order listed.

10.02 Players arriving after the start of a game may be added at the bottom of the batting order.

10.03 No player will be listed in the batting order if they are unable to play a defensive position.

10.04 A minimum of 7 players per team is required to start a game. (Not in the Rookie division)

10.05 **If a team cannot field 7 players at the scheduled game time or at any time after the start of a game, that team shall forfeit the game. There will be no grace period allowed.** Players from the division below may be called up to fill the vacant spots. However, if this is not done, the Umpires will remain and an exhibition game will be played with those players in attendance. In the event only 7 players are available the opposing team will offer a player in the defencesive position who may be changed when the players batting spot is reached for his own team.

10.07 Any player unable to take their turn at bat because of injury or other justifiable reason shall be removed from the game. This will not be considered an out or batting out of turn, even if this reduces a teams line up to 7 players.

10.08 No pinch runners are allowed except for injury. When required, the last player called out will pinch run.

10.09 Any player leaving the field due to injury must remain out of the game for the remainder of the defensive inning or the next defensive inning if the player was a batter or runner before leaving.

10.10 Unlimited substitutions of defensive positions apply in all divisions. Substitutions are only allowed at the end of an inning except in the case of an injury or pitching change.

10.11 Unless injured no player shall sit out 2 innings in a game until all players have sat out 1 inning. A starting pitcher is exempt from this rule until he/she is removed from the mound. If all other players have sat out 1 inning at that time, then the pitcher being relieved must take a turn sitting out. This rule does not apply to the Senior Division.

10.12 To minimize the number of games forfeited, a maximum of 2 players may be “called up” from the immediately lower age division. Rookie teams may use 7 and 8 year old players from other rookie teams. Players used as call ups must be approved by the Convener of the division from which those players originate. Call up players may not pitch or catch and must bat last in the order.

11. UNIFORMS & EQUIPMENT

11.01 Players will wear the team uniform as supplied by their Association. Uniform jerseys will be tucked in when worn. Baseball caps will be worn properly as part of the uniform.

11.02 No metal spikes will be allowed from Rookie through Midget divisions .

11.03 All catchers must wear full catchers equipment and catchers mitt.

11.04 Coaches and players must wear a catchers mask while warming up a pitcher either on the field or in the "bull pen".

11.05 All players must wear a batters helmet while on deck, at bat, or running the bases. Any player intentionally removing his/her batting helmet while on the playing field with the ball in play will be called out. Chin straps must be worn at the Rookie, Mosquito, Peewee, and Bantam levels.

12. CONDUCT

12.01 All participants are expected to conduct themselves in a sportsmanlike manner. Coaches, players, and parents are reminded that all umpires have the authority to call a game in forfeiture if orderly completion is unlikely.

12.02 Verbal or physical abuse of any participant including umpires will not be tolerated.

12.03 Any verbal abuse of an umpire will result in ejection from the game.

12.04 Any deliberate physical contact between a player or coach and an umpire will result in immediate and indefinite suspension from any involvement with minor baseball governed by K.T.B.A. , subject to an appeal hearing.

13. CONTACT RULE

13.01 Any contact between runners and fielders must be minimized. O.B.A. "Contact Rule" P2-14 will apply.

Runners are instructed to slide or 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).

Contact shall be considered malicious if:

1. the contact is the result of intentional excessive force, and/or
2. there is an intent to injure.

Malicious contact is to be penalized whether committed by an offensive or defensive player. The umpire shall determine whether contact was avoidable or unavoidable - whether the runner was trying to reach the base/plate or attempting to dislodge the ball from the fielder. If the runner a) could have avoided the fielder and reached the base or b) attempted to dislodge the ball, the runner is out even if the fielder loses the ball. The ball is dead and all other runners shall return to the last base legally occupied by them at the time of the contact.

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. If the collision is flagrant, the runner is called out and ejected. The ball is declared dead. 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. If the runner collides flagrantly, he/she shall be declared safe due to the obstruction but shall be ejected. The ball is dead.

14. EJECTIONS

14.01 Should a player or coach be ejected from a game, that individual must leave the playing field and dugout and no longer be involved with the game.

14.02 Anyone ejected from a game is automatically suspended from participating in their next scheduled game.

14.03 The Division Convener and/or the Protest and Discipline Committee from the association where the player is registered will review all ejections for possible additional suspensions.

15. PITCHING RULES

15.01 a) In the Mosquito Division no player shall pitch more than 2 innings per game and 7 innings on any calender day. If a player pitches 5 or more innings on any day, he/she cannot pitch the next day.

b) In the Peewee Division no player shall pitch more than 4 innings per game and 7 innings on any calender day. If a player pitches 5 or more innings on any day, he/she cannot pitch the next day.

c) In the Bantam Division no player shall pitch more than 4 innings per game and 9 innings on any calender day. If a player pitches 5 or more innings on any day, he/she cannot pitch the next day.

d) In the Midget Division no player shall pitch more than 5 innings per game and 9 innings on any calender day.

15.02 Any player who assumes the pitching position in an inning will be charged with 1 inning pitched.

15.03 The team manager is responsible for advising the official scorekeeper of the starting pitcher and all pitching changes as they occur. If the pitching limits are exceeded the offending team shall forfeit the game.

15.04 The pitcher is automatically relieved from pitching on a Coach / Manager’s second trip to the mound, except for injury.

15.05 **Only the coach, pitcher, and catcher are allowed on the mound**.

15.06 Once a pitcher has been relieved from pitching for any reason he/she may not return to the mound for the remainder of the game.

15.07 In the Mosquito division a pitcher hitting 2 batters in the same inning will be removed from the mound.

16. ROOKIE DIVISION

16.01 O.B.A. rule Q3, The Approved Playing Rules of Rookie Ball, will be used except as superceeded in these rules.

16.02 The distance between the bases shall be 60 feet.

16.03 The safety circle around the pitching machine shall be 12 feet in diameter.

16.04 Rule 4 of these rules applies. Games shall be 7 innings or a maximum of 2 hours.

16.05 Rule 7 of these rules applies. A 5 run per inning mercy rule.

16.06 Rule 9 of these rules applies. A minimum of 6 players per team is required to start a game.

16.07 No Stealing or Leadoffs are allowed

16.08 ***NEW 2009*** In the event of an overthrown ball, players may advance by a maximum of one base. (Example: Overthrow at first, player on first can advance to second, player on second may advance to third, etc.)

17. MOSQUITO DIVISION

17.01 The batter is automatically out on the third strike even if the pitch is not caught by the catcher.

17.02 Lead offs are NOT allowed in the Mosquito division. The pitched ball must reach the batter before the runner may leave the base. The runner is called out for an infraction of this rule.

17.03 NO balks will be called in the Mosquito division.

17.04 A pitcher hitting 2 batters in the same inning will be removed from the mound and may not return to the mound during that game.

17.05 The “Infield Fly Rule” is NOT in effect.

17.05.1 Players may NOT steal home on a passed ball from pitcher to catcher or from catcher to pitcher. They may advance to home by means of a hit ball or by forced walk. A runner may advance at their own peril in the event a catcher makes a deliberate throw to any other player position (base) other than the pitcher position, therefore putting the ball back into play. Example catcher throws a ball to second base in an attempt to pick off a runner attempting to steal second, the ball is now back in play and the runner on third may advance.

18. REPRESENTATIVE TEAMS PARTICIPATING IN HOUSE LEAGUE PLAY

18.01 Representative teams may participate in House League play at the next older division than their normal division. For example, a Mosquito Rep. team would play in the Peewee House League.

18.02 Pitchers for any Rep. team playing in a house league would pitch from the regulation distance of their own division. For example, a Mosquito Rep. team's pitchers would pitch from 44 feet, not 50 feet.

19. O.B.A. CARDED PLAYERS PARTICIPATING IN HOUSE LEAGUE PLAY

19.01 Any player signing an O.B.A. card as an "affiliate player", as defined in rule 18.02, with a representative team shall not miss playing for his/her house league team to play for the rep. team, unless permission is granted from the coach of the house league team affected, the Division Convener, and the Vice President of House League.

19.02 An "affiliate player" is a full time house league player who has signed an O.B.A. card to play for a representative team on a call up basis.

19.03 Any player signing an O.B.A. card as a full time player with a representative team may also play house league baseball if he/she obtains permission from his/her representative team Manager. This permission must be in writing and include any restrictions with regard to positions played for the house league team. A copy of this written permission must be provided to the Vice President of Representative Baseball, the Vice President of House League, the Division Convener, and the house league team's Manager/Coach.

19.04 Any player signing an O.B.A. card as a full time player with a representative team and playing house league baseball shall not miss playing or practicing for his/her rep. team to play for the house league team, unless permission is granted from the Manager of the rep. team affected.

PROTESTS

20.01 Protests must be submitted in writing, within 24 hours of the game being protested, to the Association President or appointee that governs the field of play where the game was played and accompanied by a cheque made payable to the applicable association in the amount of $50.

20.02 The protest will be considered by the respective Protest and Discipline Committee and a ruling returned within 72 hours of the receipt of the written protest. Should the protest be upheld, the cheque will be returned.

20.03 ***Judgment calls by umpires are not grounds for protest.***

20. FORFEITED GAMES

20.01 The score of a game forfeited for any reason shall be 7 to 0.

21. PLAYOFFS

21.01 Players must play a minimum of 7 regular season games to be eligible to participate in the playoffs.

21.02 The playoff format for each division will be determined before the beginning of the season.

22.03 In round robin style playoffs all regular season rules will apply. Ties are allowed.

21.04 Elimination games in playoffs must have a winner. In the event of a tie game in which the curfew has been reached before the 7th inning, each ensuing inning will be considered an extra inning. All other rules apply.

21.05 There will be no curfew in championship games. All other rules apply.

22. TIE BREAKERS

22.01 In the case of ties at the conclusion of the regular season or round robin portion of playoffs the following tie breakers will be used to determine the higher ranking team:

1. The result of the games involving the tied teams.
2. Runs for less runs against for games involving the tied teams.
3. Runs for divided by runs against for games involving the tied teams.
4. Runs for less runs against for the total games played.
5. Runs for divided by runs against for the total games played.
6. If a tie still exists, the Division Convener will determine the higher ranking team by a coin toss.

23. RULE CHANGES

23.01 Any changes to these rules, whether temporary or permanent, must be reviewed by the Rules and Umpiring Committee's and then forwarded to the Executive of the Kingston Thunder Baseball Association with their recommendations for, or against, approval before being implemented. Convener's, Coach's, and Players must abide by the rules as written until otherwise advised in writing by the Executive of Kingston Thunder Baseball.