

Thornhill Baseball Club



Home of the Reds



House League Rules And Policies

Effective Date: 2008

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HOUSE LEAGUE PLAYING RULES

All official baseball rules will apply to the house league, with the following amendments when applicable, and all necessary implied changes resulting there from.

GENERAL POLICIES AND GUIDELINES

The purpose of House League is to provide children with an opportunity to have fun within a context of developing skills, team play and competition.

Common sense, courtesy and good sportsmanship must prevail at all times.

All Club rules will be enforced. The Club expects all players, coaches and spectators to abide by its rules, regulations and code of conduct. Failure to do so may result in disciplinary action.

No peanut products are allowed in the dugouts or on the playing field.

The season begins in May. Playoffs begin in August with all teams qualifying for Championship Day that takes place in early September.

On average, there will be one game and one practice per week.

Players should arrive at least 30 minutes before game time to warm up and allow coaching staff to set the lineup.

Parents may assist with practices at the invitation of the coaching staff.

Every team should appoint parents to assist with various matters such as score keeping, telephoning, first aid, field preparation, refreshments, car pooling and any other relevant matters.

The home team is responsible for laying out the field prior to the start of each game.

The visiting team gets the use of the infield for 15 minutes before the start of the game.

The home team has the infield up to fifteen minutes before game time. Infield practice will be stopped at or before the scheduled starting time of the game.

The coach of the home team is responsible for phoning in the results of games to the division convenor within 24 hours of the completion of the game.

Umpires are in charge of the game once "play ball" has been called by the home plate umpire. Problems which occur during the game that are considered serious enough for the league to know about, or which might require arbitration, should be reported in writing to the Division Convenor by umpires and coaches or, in the event of the Division Convenor's absence or in a situation where a conflict of interest exists, to the Vice President of House League within 48 hours of the conflict or problem occurring.

Parents and spectators bringing dogs and other pets must keep them on a leash and attend to them at all times. Pets causing a disturbance will result in the parent or the spectator being asked to leave the ballpark.

Parents are encouraged to support their children and team by remaining at the game and practices and cheering them on. ***Parents who leave the game must take full responsibility for arranging for supervision by other parents, not the coaches.*** It is not the coach's obligation to arrange transportation home for the players. Coaches are not to be asked or to be expected to remain behind at the conclusion of games or practices to wait for parents who have gone elsewhere. In all divisions, up to and including the Pee-wee Division, for safety reasons, children who are dropped off without a parent or a designate being present will not be allowed to practice or play. Contravention of this rule is subject to disciplinary action by the coaches with the involvement of the Division Convenor or the Vice President of House League, if necessary.

FAIR PLAY POLICY

No player on any team shall sit out a second inning prior to any other player on the same team sitting out at least one inning, and so on. In other words, no player on any team shall sit out more than one consecutive inning except in cases where there is a valid health, injury or disciplinary reason for such an action.

A fair play substitution chart or other comparable chart MUST be completed before the beginning of the game by the coach as evidence of conforming to the fair play policy rule. In the Rookie through to and including Bantam division, coaches are to exchange copies of their Fair Play Substitution charts during the pre-game meeting with the umpires.

Rookie through to Bantam: No player shall play fewer than 2 innings per game in the infield. The player's 2nd infield inning must occur no later than the 5th inning.

In all divisions except the Senior division, any player cannot play the same position more than 3 innings per game and no more than 2 consecutive innings. This applies to all positions e.g. pitching, catching, infield or outfield.

A further exception is allowed in Bantam and Midget Divisions where the pitcher may pitch up to 3 consecutive innings. After doing so, this pitcher must sit out the number of consecutive innings needed to bring balance to the number of innings played by all teammates.

In the Senior Division, there is no limit to the number of innings a pitcher may pitch. However, once a pitcher is relieved, he may not return as a pitcher and he must sit out a sufficient number of innings in order to satisfy the fair play policy.

A coach shall be permitted to set aside the fair play policy rule for valid health, injury, safety or disciplinary reasons, provided the umpire and opposing coach are notified of such actions prior to it being done. In addition, the fair play policy can be set aside when players indicate to their coach that they do not want to play certain positions. As a matter of courtesy, the parents of the player in-

volved should also be notified, if they are in attendance. In the case of disciplinary reasons, the coach shall inform the Division Convenor of the name of the player and the specific reason(s) for the discipline prior to start of the game.

An inning is counted as played if the player has played the position for a single pitch.

In the event of a substitution due to reasons of discipline, health or injury, the replacement player shall be deemed to have sat the inning in which he is substituted.

Commentary

A breach of the fair play policy rule must be brought to the attention of the Umpires for that game immediately at the time of the alleged breach and in any event by no later than the end of the inning the breach takes place. The Umpires shall be informed and, the Umpire will direct both coaches to record the breach in their scorebooks at the point in the game when the breach occurred. The situation will be immediately corrected.

Breach of the fair play policy rule is a protest able offence and shall be communicated to the Division Convenor, or in his/her absence or conflict to the Vice President of House League within 48 hours of the start time of the game. The Division Convenor or Vice President of House League, as required, will review the protest and make a decision with regard to the breach. If a breach has occurred, the team in breach shall forfeit the game and a score of 7-0 shall be recorded. The decision is not appeal able.

A **conflict of interest** shall be deemed to exist in a situation where a person has a conflict between two or more competing duties (as in a coach being the father of a suspended player and is also the Convenor of the division in which the player is participating).

PROTESTS

A protest must be made in writing to the Division Convenor or in his absence or where a conflict of interest exists, to the Vice President of House League within 48 hours after the official start time of the game. The Division Convenor or, the Vice President of House League, in his/her place, will immediately provide a copy of the protest to the Umpire in Chief in order to ensure communication with the umpire(s) involved.

The Division Convenor or the Vice President of House League, as required, shall rule on the dispute after consultation with the Umpire in Chief. If the Vice President of House League is unable to rule on the dispute, the President of the league shall rule on the dispute.

There will be zero tolerance towards any coach or acting/assistant coach who knowingly incites their players and/or their parents to take issue with/challenge or contravene any decisions made as per the above paragraphs. First infractions will be subject to a three (3) game suspension. In the case of subsequent infractions, the Board may, by simple majority vote, impose a greater penalty up to and including suspension or removal from the Club.

Umpire's calls of a judgmental nature are not to be argued and in no circumstances will a protest of an umpire's judgment call be considered. (Examples of judgmental calls are 'balls and strikes' and 'outs and safes'). An umpire's interpretation of a rule or rules can be protested. If, after discussion with the umpire(s) and the announcement of the umpire's final decision is made, a coach who wishes to indicate his/her dissatisfaction with the umpire's interpretation/decision and register a protest must indicate clearly and succinctly to the umpire that his/her team is "playing the game under protest". If this message is not communicated to the umpire at the time of the umpire's decision, then no other protests are possible.

SUSPENSIONS

The Division Convenor shall have the right to suspend any player, manager or coach for one game in consultation with the VP of House League and the Umpire-in-Chief.

The Disciplinary Committee shall have the right to suspend any player, manager or coach.

In all suspensions, the decision of the Division Convenor or the Discipline Committee will be final.

Any player, manager or coach ejected twice during the season shall be subject to a suspension.

Any individual suspended or banned from coaching at the House League level is not permitted to be in the area of, or within ten feet of, the dugout area or on the playing field or in any form of communication with the coaches and players in the dugout. If a person is in violation of this rule, the team involved will automatically forfeit the game. This rule is to be in effect from one-half hour before the game until 15 minutes after the game is completed.

PROFANITY AND RUDENESS

Any manager, coach, player or spectator who uses foul or profane language, intimidation, indecent gestures, unnecessary roughness, or who deliberately throws equipment or objects shall be immediately ejected from the game.

VERBAL INTERFERENCE

The umpire(s) shall warn any opposing manager or coach, assistant coach or player who makes remarks to opposing players with the purpose of hindering their play or diverting their attention. On the second offence he/she shall be ejected from the game. A second expulsion for this offence in the same season shall lead to a two game suspension. A further expulsion for this offence shall lead to an increased penalty to be determined by the Disciplinary Committee of the Thornhill Baseball Club.

Coaches are responsible for the behaviour of the parents, other relatives and friends of players on their teams. If a parent, relative or friend is acting in an abusive, offensive or disrupting manner, the umpires can ask the coach of the team to either ask the person to leave or to be quiet. If the unacceptable behaviour continues, the umpires may choose to eject the coach because he/she was unable to control the parents.

SMOKING AND CELL PHONES

Coaches, parents and players are not permitted to smoke or use cell phones on the playing field, in the dugout area or within five feet of the dugout. **PENALTY:** Ejection from the game after one warning.

ALCOHOL

Given that under the Club's permit contracts with the Town of Markham and the City of Vaughan the possession and use of alcohol without a license is prohibited and that any such non-licensed possession and use of alcohol before, during or after a game is justification for the cancellation of the Club's permits, coaches, parents/spectators and players are prohibited from bringing and/or having alcoholic beverages on the playing field, in the dugout areas, in the stands or within 50 feet of the outer boundaries of the playing field.

PENALTY: Immediate ejection from the game, a suspension, and possible removal from the Club.

CLEAN-UP

It is the responsibility of **teams** to ensure the bench and spectators' areas are cleaned up and tidy before leaving. The playing field should be left in good condition.

JEWELLERY

Players are not to wear jewelry during games. Earrings, bracelets, necklaces must be removed. Only **Medic-Alert-type** items may be

worn. This rule will be enforced as it pertains to the safety of our players.

STANDINGS

Standings are applicable to all divisions from Rookie up to and including Senior. The regular season will consist of the number of games determined by the Division Convenor in consultation with the coaches. A schedule will be distributed prior to the start of the regular season.

All teams are eligible for the playoffs.

In all divisions except the Senior division, tie games are permitted during the regular season but will not count as games played in determining winning percentage (see below). In the Senior division, ties are permitted as a point system is used for the standings (2 points for a win; one point for a tie; and no points for a loss).

In all divisions but the Senior division, ties in the final standings of the regular season will be broken by looking at the records of the tied teams. Winning percentage will be the first criterion considered. Record against each other will be the second, and total runs scored will be the third factor considered. In the Senior division, the first tie breaker is the number of wins the teams have and the second tie breaker is the head-to-head record of the teams.

Where a tie cannot be broken, a single coin toss by the Division Convenor in the presence of the two team's coaches will be employed.

The format of the playoffs will be determined by the Division Convenor and announced before the end of July.

The two top teams in the playoffs will meet for the Division Championship on Championship Day.

DIAMOND LAY OUT

<u>DIVISION</u>	<u>DISTANCE BETWEEN BASES</u>	<u>DISTANCE BETWEEN PITCHING RUBBER AND HOME</u>
Rookie	60 feet	40 feet
Mosquito	65 feet	44 feet
Pee Wee	75 feet	50 feet
Bantam	82 feet	55 feet
Midget & up	90 feet	60 feet six inches

Commentary

In the event that the field has been laid out incorrectly it will be rectified at the end of the complete inning in which the error was first brought to the attention of the umpires.

PITCHERS

Rookie Division:

When a pitching machine is used, it will be operated by an adult coach/parent of the team at bat. The machine will be set at 40 miles per hour. The speed may not be adjusted except at the end of an inning. (If a player is considered to be of either extreme short or tall stature, then the HEIGHT control of the pitching machine may be adjusted but ONLY with the consent of the SENIOR UMPIRE.)

An eight-foot diameter ring will encircle the pitching machine. Any batted ball hitting the pitching machine or coming to rest inside the eight-foot circle is a dead ball and the batter shall be awarded first base and base runners will be awarded one base, only if forced. Fielding a ball inside the eight-foot circle causes play to stop and the batter shall be awarded first base and base runners will be awarded one base, only if forced. A batted ball going through the eight-foot circular pitching area without hitting the pitching machine or the person feeding the machine is considered to be in play and normal base running rules will apply.

The person feeding the pitching machine shall not coach, cheer, or in other ways display behaviours more appropriate to those of the coach at first or third base or within the dug-out (the cutout at Grandview Park).

Rationale: the person feeding the pitching machine is in the middle of the defense where defensive players should be communicating with other players from the same team. Shouting encouragement or instruction to runners in the middle of a play, as has been common, inhibits this communication and confuses players on the defense.

When a pitching machine is not available, an adult coach/parent of the team at bat will pitch. The pitcher/coach may not field the ball. If the batted ball is deliberately touched by the pitcher/coach (except in self defense) or the pitcher/coach deliberately interferes with a fielder, the ball is considered dead and the batter is out. Base runners are not permitted to advance. If the pitcher/coach unintentionally interferes, the umpire will rule the play to be re-played. No pitch will be charged and all base runners return to their original positions.

Senior Division:

Pitchers can stay in the game as long as they want/can last. Once a pitcher is relieved, he/she cannot come back and pitch again in the game being played. Once a pitcher stops pitching, he/she must sit out sufficient number of innings in order to satisfy the fair play policy.

All Other Divisions:

	Mosquito	Peewee	Bantam	Midget
Max number of innings an individual pitcher is allowed to pitch per game (Note 1)	3	3	3	3
Number of hit batsmen in an inning by an individual pitcher causing mandatory pitcher change (Note 3)	2	2	2	2
Number of hit batsmen in a game by an individual pitcher causing mandatory prohibition from pitching again in that game (Note 4)	2 of same batter or 3 different batters	2 of same batter or 3 different batters	2 of same batter or 3 different batters	2 of same batter or 3 different batters
Balks enforced (Note 2)	NO	NO	YES (after a warning)	YES (no warning)

Note 1:

A pitcher must be replaced if he hits the above-mentioned number of batters, and he must stay in the game at any other position for at least the duration of the inning. In Mosquito and Pee Wee, the pitcher will be removed if he hits two batters in any one inning.

Note 2:

In a situation where there is a base runner and a balk is called, if the runner attempts to steal a base and is successful, the ball remains in play and the balk will be considered not to have occurred; it is assumed that the runner was not deceived. If, however, the runner is caught, the ball is dead and all runners return to the base at the time of the pitch.

Since in the Mosquito Division the runner may not leave his base until the pitch has crossed the plate the concept of the balk is irrelevant. However the infraction should be pointed out so that pitchers and runners may learn proper technique.

Note 3:

In all divisions except the Senior division, any pitching change made during the course of an inning shall be made with an on-field player. A player from the bench may not substitute for the pitcher. In the Senior division the replacement pitcher may come from the bench so long as the team is in compliance with the fair play policy. As well, in the Senior division, the '2 in an inning' rule is not applied.

Note 4:

In all divisions except the Senior division, if a batter is hit twice in a game by the same pitcher, the pitcher shall be prohibited from pitching any further in the game. In the Senior division, the '3 in a game' factor applies but the '2 of the same batter' is not applied automatically. Rather, the decision with respect to whether the pitcher is deliberately throwing at a particular batter will be left to the umpire's discretion.

Consequences of Note 4:

If a pitcher has been removed from pitching in any two games in a season as a result of the hit batsmen rule as defined above, he/she shall be prohibited from pitching in the next game that he/she plays. If a pitcher is ejected a third time as a result of the hit batsmen rule, he/she shall be prohibited from pitching for the remainder of the season including playoffs and championship day.

A pitcher who has pitched before in the game will be permitted a maximum of 5 preparatory pitches not to consume more than 1 minute. A pitcher who has not pitched before in the game will be permitted a maximum of 8 preparatory pitches not to consume more than 2 minutes.

The Umpire, in his discretion, may extend the number of pitches and time in a warm up. The pitcher must be changed when he has pitched in a maximum of 3 innings. One pitch shall constitute an inning. A pitcher may reappear as a pitcher, after a substitution, only once in a game.

Commentary

In the Mosquito and Pee Wee Divisions a pitcher may not pitch more than two consecutive innings. (As long as the fair play rule is regarded)

In the Bantam, Midget and Senior Junior Divisions a pitcher may pitch in a maximum of 3 innings where 2 innings may be consecutive – 3 consecutive innings are allowed. (As long as the fair play rule is regarded)

STRIKE ZONE

The strike zone for the Rookie and Mosquito Divisions is the area over home plate from the top of the batter's shoulder to the bottom of the batter's knee determined from the batter's stance as the batter is prepared to swing at a pitched ball.

In the Rookie Division where balls and strikes are not called, a ball passing through the strike zone, or a pitch swung at, will be called a pitch. Each batter is entitled to receive 5 pitches to hit a fair ball. If on the fifth pitch, a batter misses the pitch, or fails to swing, the batter is out. A foul ball on the last pitch will count as no pitch.

BATTING ORDER

All team players in the game must be shown on the fair play/ substitution chart and/or in the score sheet. Everyone on the team will be in a batting order and this order will remain the same for the entire game regardless of substitutions in the field. The coaches, prior to the start of the game, should exchange the fair play substitution chart or batting orders.

If it is brought to the umpires' attention that a batter is not batting or has not batted in proper order, the official rules of baseball shall apply.

All Divisions:

Team members arriving after the start of the game will be allowed to bat in their designated place in the batting order provided that they have not already missed their time at bat. If they have missed their first scheduled time at bat then they shall be placed at the bottom of the order.

BASE RUNNING

In all cases, base runners must avoid deliberate contact that could result in injury. Under no circumstances shall a runner attempting to reach a base or score at home plate be allowed to "bowl over" a fielder or the catcher in an attempt to knock the ball loose. On a close play, the base runner must avoid deliberate contact – he/she must slide or otherwise avoid contact with the fielder or catcher if the base runner chooses not to slide. Contravention of this rule by the base runner will result in an "out" call. Contravention by the catcher or a fielder will result in a "safe" call. Except as indicated herein, the rules of baseball apply to all base runners.

A runner who intentionally crashes into a fielder, with the purpose of making the fielder drop the ball or cause injury, shall be ejected; at the time of the infraction the ball becomes dead and all remaining runners return to their last legally acquired base. If the runner crashes into the fielder prior to scoring a run he shall also be called out. A runner whose upper body makes contact with the fielder or catcher while giving himself up is not in violation of the "avoid deliberate contact" rule.

Base stealing is permitted in all divisions above Mosquito. Lead off's are permitted in all divisions above Mosquito. At Rookie and Mosquito levels, a player leading off base before a ball is hit by the batter (fair or foul) will be called out if the team has been given one warning.

Courtesy runners are permitted for injured players. The courtesy runner will be the last batter who was out.

Rookie Division:

The batter and all runners forced may advance one base when the batter's hit strikes any object in the pitching circle, comes to rest in the pitching circle, or a fielder attempting to field the ball reaches or steps into the pitching circle.

The batter and all runners may advance one base from the time of a pitch if a ball is thrown into dead ball territory. If a ball is hit to the outfield, the outfielder must either come to the infield and throw directly to the pitchers, or throw the ball to an infielder who then relays it to one of the pitchers.

The ball is dead at the time of the catch by either of the pitchers and the runners return to their last legally acquired base. Umpires are to be vigilant in noting where runners were at the time of the catch by the pitcher in order to properly place the runners.

Bases awarded for balls thrown out of bounds, or for balls lodged in fences, etc, are considered "Ground Rules" and will be determined by the umpires and discussed with the coaches at the beginning of the game.

With two (2) outs, a runner must be substituted for the catcher, if he is on base. The substitute runner will be the last batter who was out.

Batters may not run on the last strike if the catcher drops the ball.

Mosquito Division:

The only way a runner on third can come home is in the case of a walk or a batted ball.

Batters may not advance past first base after receiving a base on balls until the next pitch is thrown to the next batter.

Batters may not run on the third strike if the catcher drops the ball.

DEFENSIVE ALIGNMENT

Rookie Division

The defensive team may have no more than 11 players on the field at one time. No more than seven defending players may play in the infield and within a 12-foot arc behind the baselines; (i.e., catcher, 2 pitchers, first baseman, second baseman, third baseman and shortstop). Up to 4 additional players may play in the outfield behind the 12-foot arc. The umpire will disallow an out made by an outfielder who was within the 12 foot arc when the pitch was made. The pitch is replayed.

Each pitcher must stand on opposite sides of, and not in front of, the pitching machine (or the pitcher/coach if there is no pitching machine) until the pitch has been released. Pitchers must wear helmets with full facemasks.

At first base, the defensive player must play the "fair base" of the safety base while the base runner must play the "foul base" (orange side) of the safety base. In the event either player does not play the appropriate base and interference is caused, the umpire shall rule against the interfering player thusly: penalty against defense - award a single; penalty against batter/runner - award an out. On a batted ball, the batter may touch the "fair base" as he rounds first on his way to second, if there is absolutely no play at first base.

The pitcher-coach may not field the ball. If the batted ball is deliberately touched by the pitcher-coach or he/she deliberately interferes with a fielder, the ball is considered dead and the batter is out. If the pitcher-coach unintentionally interferes, the umpire will call the play dead and the batter is entitled to first base. All base runners return to their original positions unless forced to the next base.

Mosquito, Pee Wee and Bantam Divisions

In all cases where a team has less than nine players available for a game, there must be a minimum of two outfielders at all times during the game.

INFIELD FLY RULE

The infield fly rule will apply in all divisions except Rookie and Mosquito. In the Rookie and Mosquito Divisions, a fly ball must be caught for a batter to be out.

BENCHES

All offensive players must remain in the bench areas with the exception of the batter, the on deck batter and base runners. The on deck batter **MUST** remain aware of the location of the ball at all times. All offensive coaches must remain in their respective bench areas with the exception of the first and third base coaches, who are allowed in their respective coaches' boxes. All defensive players not on the field and all defensive coaches must remain in their respective bench areas.

MERCY RULE

In all divisions except the Senior division, a team's turn at bat in an inning will be completed when 3 outs have been made or the number of runs they score in the inning equals 6. This mercy rule is applicable at all times.

In the Senior division, an 8-run mercy rule will be in effect during the first four innings of a game. There is no mercy in the 5th, 6th or 7th innings.

SUBSTITUTIONS

Once a player starts an inning in the field the player must finish the inning in the field except in cases of injury or as a result of special circumstances (e.g. illness or ejection). Position changes of on field players other than pitchers, is not allowed, during the course of an inning. An umpire may disallow excessive changes if it is causing a delay of game. A player cannot pitch and catch in the same inning. The replacement player shall be deemed to have sat the inning in which he is substituted for the purposes of the **FAIR PLAY POLICY RULE**.

A player arriving late but while his team is still on the field defensively shall be allowed to take a defensive position immediately.

START TIMES AND CURFEWS

Weekday Games – Rookie through Bantam Division

Early weekday games will begin at 6:30pm. No new inning will begin after 8:15pm. All play will cease at 8:25pm.

Late weekday games will begin at 8:30pm. No new inning will begin after 10:30pm. All play will cease at 10:45pm.

Weekday Games – Midget and Senior Divisions

No new inning can start after 2 hours from the time the home plate umpire starts the game with "play ball". All final innings that are started must be completed.

Weekend Games – Rookie through Bantam Division

Early weekend games will begin at 6:00pm. No new inning will begin after 8:00pm. All play will cease at 8:15pm.

Late weekend games will begin at 8:30pm. No new inning will begin after 10:30pm. All play will cease at 10:45pm.

Senior Division Sunday Night Double Header Games

In both games, no new inning can start after 2 hours from the time the home plate umpire starts the game with “play ball”. Play must stop (drop dead time occurs) after 2 hours and 35 minutes have elapsed from the time the game started with “play ball” or by 8:05pm in the case of games that are scheduled to start at 5:30 pm or by 10:50 pm in the case of games that are scheduled to start at 8:15pm, whichever comes first. If the final inning has not been completed, the score reverts back to end of the last completed inning.

Early evening games may be continued past the curfew time if the field is not required for another game and there is adequate light.

Umpires will call night games at unlit fields because of darkness if in their judgment it is no longer safe to play.

Play will not start if either team has less than the minimum number of players present at game time.

Game start time may be delayed for no longer than 15 minutes from the official start time.

NUMBER OF PLAYERS

If a team does not have at least 7 players present and ready to play at game start time, which may be delayed for fifteen minutes, the game may be played as an exhibition game only. The team without the required players will be charged with a forfeit.

Commentary

Both teams must have the minimum players present to take the field at game time, even though the visiting team comes to bat first. Simply because the visiting team takes the field at some time later does not relieve them of the requirement to have the minimum number of players present.

An inning begins at the moment the last out was made in the previous inning regardless of when teams leave or take the field.

A batter who takes his place in the batter's box prior to curfew will be allowed to complete the time at bat.

Umpires are required to officiate at a regularly scheduled game that has become an exhibition game under the provisions of this rule but only if there is a minimum of 14 players in total participating in the exhibition game and both coaches agree that they will adhere to the House League Rules and the Rules of Baseball. If an umpire deems that his or her safety is at risk due to the manner in which the exhibition game is being played, the umpire(s) may, after consulting with the coaches and not being able to secure assurance that all rules will be followed, refuse to continue to officiate the exhibition game and leave the field.

CANCELLATIONS

If a game must be called due to bad weather or darkness, it will be considered a complete game if 3 1/2 innings have been completed and the home team is winning. Four innings must be completed if the home team is not winning.

Prior to the first pitch of the game, only the home team coach may cancel a game because of bad weather. After the game starts, only the umpires may decide if the game is to be cancelled.

If play is stopped due to time limitation, the final score of the game will be that recorded at the completion of the previous inning.

There will be no suspended games.

NOTE: Unless weather conditions are obviously severe and likely to continue into the evening, games should not be cancelled. When there is doubt, players should show up as scheduled. When a game is cancelled during the day, the Umpire Administrator **must** be informed by the home team's coach to avoid the unnecessary payment of umpires.

Rainout games will be re-scheduled by the coaches and the Division Convenor on a "best effort/if possible" basis. The Convenor must take responsibility for the re-scheduling and the notification of the Umpire Administrator.

Lightening

When lightening is seen by players, coaches or umpires, play must immediately come to a stop. Field and bench areas must be cleared. Play cannot resume until there has been 20 consecutive minutes where lightening has not been seen.

REPLACEMENT PLAYERS

Call-ups

Where a team would otherwise not be able to field 9 players for a game, the team can only call up players from the house league division immediately below its own. Rookie teams may call up other Rookie players and Senior teams can call up other Senior players subject to the approval of the opposing team

A team using call-up players cannot have more than 9 players. In all cases, the number of call-ups cannot exceed the actual number of original team members playing.

Call-ups may play any position except in the case where Rookie players are called up to Mosquito. In such situations, Rookie players cannot pitch. Call-ups must bat at the bottom of the order. Players may not be called up if their own team is playing at the same time. As a courtesy, the coach of the team from which a player is being called up should be notified.

EQUIPMENT

Helmets with ear protectors on both sides and done-up with chinstraps are to be worn at all times during batting, while "on deck" and running the bases. Chinstraps for Midget and Juvenile Divisions are optional. **If a player intentionally removes his/her helmet while still on the playing field, whether the ball is in play or not, he/she will be called out by the umpire unless they have previously called time.**

Players in the T-Ball, Rookie, Mosquito and Pee Wee Divisions are required to wear helmets with full facemask.

Players are allowed to use gloves of any type in any position. The pitcher may not use a white glove or wear long white sleeves.

Shoes with metal cleats are prohibited except in the Senior division. In addition to the bats supplied by the league, players may bring their own regulation wooden, composite or aluminum bats. However, any bats brought into the game may be used by any player on any team. Bats must have a handle grip or be taped. **Aluminum bats are not allowed in Midget and Senior Divisions.**

Catchers are required to wear a mask, with throat protector, helmet, chest protector and shin guards during the game. Any player warming up the pitcher on the playing field must wear a facemask. Adult coaches are not required to wear a facemask although it is recommended.

All coaches at 1st and 3rd base for all levels and the Coach/Pitcher in Rookie Ball are required to wear a protective helmet. Baseball approved batting helmets with or without ear flaps may be used. Failure to comply will result in the coach not being allowed to take the field and/or the ball not being put into play. Coaches' helmets will be supplied by the Club.

All players must wear an athletic supporter and protective cup. If a player is found to be not wearing a protective cup during a game, he/she will be removed from the game until such time that he/she is wearing a protective cup.

Uniform (for games only) – children must wear their complete uniform with buttons done up, shirt tucked in AND wear their team's Baseball Cap. No Cap, no play.

It is the home team's responsibility to supply the game ball and a back-up ball in good condition, and to chalk the field and lay out the bases 30 minutes prior to the start time of the game.

UMPIRES

Once the game begins, the umpires are totally in charge of the game. Coaches may ask the umpire for an explanation or interpretation of rules and may present to the umpire their understanding. However, the final decision of the umpire will stand without extensive discussion.

Under no circumstances may anyone argue balls and strikes or any other situation that is a judgment call.

All participants in the Thornhill Baseball Club are reminded that the Club rules provide that any player, coach or parent abusing an umpire will be subject to discipline under the Club's right of suspension.

EJECTIONS

A player, coach or assistant coach who is ejected from the game shall immediately leave the playing field and shall not be permitted to sit or remain on the team bench and shall not be permitted to act in a manner that shall be disruptive to the game. This rule applies as well to anyone under suspension. Ejected individuals are not permitted to be in, or within ten feet of, the dugout area or on the playing field or in any form of contact with coaches and players in the dugout. If a person is in violation of this rule, the team involved will automatically forfeit the game. This rule is to be in effect until 30 minutes after the game is completed

Contravention of this rule will result in forfeiture of the game and will automatically be brought to the attention of the Umpire in Chief and the Discipline Committee of the Thornhill Baseball Club.

Any person who has been ejected two times during the season will receive an automatic one game suspension by the Division Convenor, who may also recommend a hearing of the Discipline Committee.

FIGHTING

Under no circumstances will fighting be tolerated. If a fight occurs, the principals in the altercation will receive an automatic two game suspension. If other players/individuals join into the fight, they will receive an automatic one game suspension. The Disciplinary Committee can determine if additional penalties apply.

PLAYOFF ROUND ROBINS

Home team keeps the Official Score – scorers should check with each other after each inning to ensure no disputes or errors (please accurately record the scores after each inning).

Home team coach sends the game result to the Convenor after the game. Inning by inning scores are to be included.

Since late August games get dark earlier (all divisions up to Pee-wee), games will probably not last past 8:15 PM. At their SOLE discretion, the Umpires will determine if a new inning should start after 8:00 PM. They can also call a game at any time should they determine the conditions are dangerous for the children.

In the event an inning is called while in progress, the score reverts back to the inning before and the winner is declared based on that score.

In the event of a Rain Cancelled game, best efforts will be taken to reschedule if it affects Round Robin standings. If a game is in progress, any game with 2 FULL completed innings will be considered an official result.

If a Home Team wins a game without batting in the bottom of an inning, the Visiting Team's score in that final inning will NOT count where "Total vs. Allowed" tie breakers are required for seeding on Championship Day.

CHAMPIONSHIP DAY

Rookie and Mosquito games will be a minimum of 4 innings. No new inning can start after 1¾ hours from the time of the first pitch unless the minimum number of innings has not been played. Any new inning started within the time curfew must be completed.

Peewee, Bantam and Midget games will be a minimum of 5 innings. No new inning can start after 2 hours from the time of the first pitch unless the minimum number of innings has not been played. Any new inning started within the time curfew must be completed.

For all divisions, there must be a winner for each game played. In the case of a tie, a standard extra inning will be played. If the game remains tied, the International Tie Breaking Rule will be invoked.

TBALL

Objective

The objective of Tee Ball is to teach players baseball skills and to give them a focused learning experience. Scores are not kept so as to not place undue pressure on young children. Each child has an “at bat” and the inning is considered over when all players have had their turn at bat.

- 50 feet between the bases.
- A real or imaginary playing line is between first base and third base or an arc 40 feet from home plate.
- Every player bats and plays in the field.
- The ball is hit off a batting tee; there is no pitching. (see coach pitch below)
- There are no walks or strikeouts.
- The ball must travel 10 feet or it is a foul.
- No fielder may cross the playing line until the ball is hit.
- No stealing. Player stays on the base until the ball is hit.

- An inning is over when all the players have batted once.
- Standard game is four innings.
- Scores are not kept
- Safety helmets must be worn.

Coach-Pitch is a modification of the game usually reserved for older players or for younger players whose batting skills have advanced. A coach (adult or mature teen-ager) throws the ball to the batter. Underhand pitches can be thrown with an arc to reduce speed. If the player is unable to hit the pitched ball after a pre-determined number of throws -- usually, four to seven -- the ball is placed on a tee and the player's turn continues. All other rules are the same. This is subject to the coach's discretion and both teams must agree at the start of the game. Each coach will pitch to their own team.

Field of Play

- The field of play is shared by an infield and an outfield and is separated into fair and foul territory.
- The field is similar to dimensions of Rookie baseball but with only 50 feet between the bases.
- The center of the pitcher's area is 38 feet from the point of home plate.
- The batter's boxes are to be 5 feet long by 3 feet wide. The batting tee is placed on home plate, 2 feet from the front edge of the boxes and 3 feet from their rear border.
- The outfield is the wide area of the playing field beyond the diamond and most distant from home plate.
- If there are any outfield fences, they shall be 115 to 125 feet from the batting tee, with the maximum distance used by the 7 and 8 year old players.
- The foul lines extend from home plate past first and third bases. Fair territory is the playing field within and including the foul lines; foul territory is the area outside the foul lines.

BLASTBALL

Objective

The game lasts for one hour. The defensive players take an infield or outfield position. A BlastBall is placed on the BlastTee and the first batter hits the ball and runs to the BlastBase. If the batter reaches the Base (the only base used) before a defensive player either catches the BlastBall in the air (an automatic out) or fields it and yells "BLAST ", he scores a run. If the ball is caught or fielded and "BLAST" is yelled before the runner gets to the BlastBase, then the runner does not score a run.

You will end the (half) inning by batting once around the line-up. For younger players it is recommended that everyone bat every inning and you may not even want to keep score. The BlastBase is audible, emitting a loud "H O N K" that the kids love whenever the runner stomps on the base. When fielded, the defensive player can throw the BlastBall back to another player, an adult positioned near home plate (safely away from the Tee).

Gloves/mitts are not needed because of the softness and size of the Ball. The fear factor of being hit is eliminated from the game all together. While batting helmets are not needed because the Blast-Ball is not being pitched or thrown to make the out, for optimum safety helmets are recommended.

Field Set-Up

In an open area, like a backyard, field or park, position your Blast-Tee/home plate so that hitting allows you a safe area of play. Like a regular ball diamond, from the Tee pace off 30 to 40 feet to the right and position your BlastBase. This establishes your fair/foul line to the right.

To the left of the Tee and perpendicular to your BlastBase line, pace off an equal distance and position your Cone. This establishes your fair/foul line to the left.

Now pace off 10 feet directly in front of the Tee and lay out your Line Marker running between the (hypothetical) first and third base lines. This becomes the fair/foul line for play. If a ball is hit inside of that line it is foul and should be re-teed for another try. If it goes beyond the line, either in the air or on a roll it is considered in play.