



SELECT ONTARIO BASEBALL ASSOCIATION

SANCTIONED TOURNAMENT RULES AND REGULATIONS

Weather permitting, all teams are guaranteed *three* games.

1. OFFICIAL RULES

The playing rules for this tournament shall be the “Official Rules of Baseball” except as detailed below.

- 1.2 SOBA Sanctioned Tournament Rules **cannot be changed or amended** without approval of the SOBA Tournament Rules Chair.

2. ELIGIBILITY

An OBA carded player, playing regularly for his OBA registered team, is **NOT** eligible to play in this tournament.

OBA teams may be accepted in accordance with the SOBA-OBA agreement as outlined on the SOBA web site

3. TEAM ROSTER

- 3.1 All teams should register with the site Convener at least **One hour** prior to their first game.
- 3.2 A team roster listing all players, coaches and sweater numbers must be presented to the Tournament Director at the time of registration.
- 3.3 A copy of each player’s birth certificate must accompany the roster.
- 3.4 Junior Players are required to provide proof of age using government issued photo identification ie. drivers license, photo health card etc.
- 3.5 **The 2008 levels are as follows:**

Rookie Ball	1999 or younger	Major Bantam	1993-94
Major Tyke	1997-98	Major Midget	1990-92
Major Pee Wee	1995-96	Junior	1987-89

Where the association/club permits it, players will be allowed to play up at all levels.

4. PITCHING RULES

- 4.1 Pitchers will be on a game maximum for innings pitched.
- 4.2 One pitch thrown constitutes one inning.
- 4.3 Once a pitcher has been relieved from pitching, he may not return to the mound for the remainder of that game (including extra innings).
- 4.4 The team manager is responsible for advising the scorekeeper of the starting pitcher along with all pitching changes as they occur.
- 4.5 The maximum number of innings a pitcher may pitch **per game** including extra innings at each level is as follows:

Tyke/Mosquito & Pee wee	=	3 innings
Bantam	=	4 innings
Midget & Junior	=	5 innings

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- 4.6 In Tyke/Mosquito division only, a warning will be given on the pitcher's first balk and is considered a dead ball.
- 4.7 In the event a team exceeds the pitching limits (either by intention or through oversight) the infraction must be identified immediately. **The offending team will forfeit the game in question.**

5. CURFEW

- 5.1 The number of innings in a complete game will be 7 for Tyke/Mosquito - Junior. No new inning shall start after **one and three quarter hours** from the first pitch. This time allowance is the minimum time that should be allocated per game. If more time is allocated to tournament games, the no new inning aspect is applied accordingly. However, if a new inning starts prior to the time curfew, the inning must be completed.
- 5.2 The official time start is to be determined by the umpire and reported to the official game scorekeeper.
- 5.3 Tied games will be permitted during preliminary games.
- 5.4 The semi final and championship* games is not subject to the time curfew limits and shall be a full game to determine a winner except in instances where the mercy rule is applicable. (*This also applies where there is a consolation final game.)
- 5.5 In the event of a delay due to rain or darkness during tournament play, prior to that game becoming official (3½ or 4 innings. See Mercy Rule below), the game will be suspended unless Time Restraints are imposed (See 9.0 General Section). The game will be resumed from the point of suspension. The defensive team must resume their exact positions on the field. The count will resume on the batter.

6. MERCY RULE

- 6.1 If the home team is ahead by 10 or more runs after three and a half innings, or at any time beyond this point, the home team will be declared the winner. If the visiting team is ahead by ten or more runs after four or more complete innings, the visiting team will be declared the winner.
- 6.2 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 nine players at the scheduled starting time.
- 6.3 The scheduled starting time will be at the discretion of the site convener.

7. ADVANCEMENT TO CHAMPIONSHIP ROUNDS

Standing will be determined by number of points obtained:

[Win= 2 points Tie= 1 point Loss= 0 points] The 4 teams with the most points advance.



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8. TIE-BREAKING FORMULA

- 8.1 The following tie breaking rules will be used for each placement independently:
- A Winner of head to head game will advance
 - B Team with the smallest runs against ratio (runs allowed / number of defensive innings played)
 - C Team with the highest runs for ratio (runs scored / number of offensive innings played)
 - D Coin toss

9. GENERAL

- 9.1 All players and coaches will be dressed in a baseball team uniform as issued by their home association, minimum coach's uniform being an association issued golf shirt or T-shirt and a cap (association logo or name and a number must be identifiable).
- 9.2 Metal cleats will be allowed at the Midget and Junior levels.
- 9.3 No smoking or use of tobacco products is permitted on the playing field, the dugouts or the immediate vicinity of the dugouts (this applies to coaches, players & umpires).
- 9.4 Absolutely no alcoholic beverages are allowed at the tournament.
- 9.5 The home team will be decided by a coin toss. The team traveling the furthest will make the call.
- 9.6 The home team will supply the official scorekeeper.
- 9.7 Prior to the start of each game, a player line-up with sweater numbers and surnames listed must be provided to the scorekeeper. At this time coaches should exchange line-ups.
- 9.8 All eligible players present at the game shall be listed on the team's line-up sheet and must play a minimum of two innings in a defensive position within the first 4 innings, unless injured during that game. No player will be listed on the game line-up if he is unable to play a defensive position. All players listed on the line-up sheet will bat. (Penalty – Coach/Manager will be suspended for the remainder of that game plus the next game)
- 9.9 Any player arriving late maybe 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.
- 9.10 All players will bat in the order as presented to the official scorekeeper prior to the start of each game.
- 9.11 The official scorekeeper supplied by the "home team", must turn in the game score sheet (white copy) to the convener at the end of the game.
- 9.12 Unlimited substitutions of defensive positions will apply in all divisions. Substitutions are only allowed at the end of an inning except in the case of an injury or pitching change.
- 9.13 Clarification of "Injured during that game". Any player leaving the field due to an injury **must** remain out of the game for at least a 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, shall be removed from the line-up and further play in the game (this is not an out nor is it considered batting out of turn). A batter or runner may not have a pinch runner unless injured during his turn as a batter or runner.

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- 9.14 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
- 9.15 All catchers are required to wear full catcher's equipment and catcher's mitt during the game and warm-ups in all divisions, except Rookie Ball where the use of a catcher's mitt is optional.
- 9.16 Coaches or players warming up pitchers either on the field between innings or in the "bull pen", **must** wear a protective mask.
- 9.17 It is mandatory that all players wear a regulation cup-type protective athletic support.
- 9.18 The batter shall wear a protective helmet while on deck, at bat or running the bases. The helmet may not be removed until the batter is retired, has crossed home plate or the half inning has been completed. Should the batter/runner remove the helmet while the ball is in play, they will be declared out.
- 9.19 At Bantam, Midget and Junior levels, batting helmet chin straps are optional.
- 9.20 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. If a team must travel from another location, appropriate travel time shall be added to the 30-minute period.
- 9.21 **Time Restraints:** The tournament convener reserves the right to alter and/or revise any game start times necessary to ensure completion of the games/tournament in the allotted time.
- 9.22 **Protests:** Any protest once a game has started, that requires the site Convener's intervention, will be settled on the field at the time the problem occurs. [There will be a protest fee of \\$75.00 to be lodged with the site convener before the protest may be heard.](#) This fee to be returned if the protest is upheld. Judgement calls by the Umpires cannot be protested.
- 9.23 The tournament conveners have the ultimate authority relating to any matter that requires a ruling or clarification. Game delays due to protests do not invalidate the curfew rule (the clock keeps ticking).
- 9.24 **Ejections:** Each manager and head coach is responsible for the behaviour of all players, coaches and spectators with their team. [The game will be forfeited if all present, roster listed, coaches are ejected.](#)
- 9.25 In the event a player or coach is ejected from a game, the individual must leave the diamond and no longer be involved in the game.
- 9.26 The tournament convener will review all ejections for possible additional suspensions. These additional ejections will be advised within 30 minutes of the completion of the game of the ejection. [However, it is the responsibility of the head coach to find out about the possible increased suspension of any suspended coaches or players.](#)
- 9.27 **DIAMOND LAYOUT:**
- | <i>Division</i> | <i>Base Distances</i> | <i>Pitching Rubber Distances</i> |
|-----------------|-----------------------|----------------------------------|
| Rookie | 65feet | 44 feet |
| Tyke | 65 feet | 44 feet |
| Peewee | 75 feet | 50 feet |
| Bantam * | 82 feet | 55 feet |
| Midget & Junior | 90 feet | 60 feet 6 inches |
- 9.28 *Any exception to these diamond layouts must be approved by SOBA and all participating teams must be made aware of the changes

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LOCAL GROUND RULES:



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SANCTIONED SELECT ROOKIE BALL RULES

The following rules apply specific to the Rookie Ball Division in addition to the other tournament rules!

RK 1 Rookie Ball Pitching Rules:

- RK 1.1. A circle; eight feet in diameter with its centre at 44 feet from home plate, will surround the pitching machine.(hereafter referred to as “machine”) The pitcher must stand beside the machine outside the safety circle and behind the release point of the machine. Lines shall be drawn from the release point to 4 ft. beyond the circle. The pitcher must have both feet on the white line until the ball is released from the machine. The pitcher must not enter the circle surrounding the machine. The pitcher may wear a face mask to protect from an errant ball that hits the machine.
- RK 1.2 The machine speed will be set at 40 mph. A regulation baseball approved for Tyke/Mosquito will be used. A coach may operate the machine.
- RK 1.3 There should be two umpires assigned to every game. In Rookie Ball where a two umpire crew are in place one will be in the field while the other umpire must in the area of home plate as the home plate umpire in order to call ‘no pitch’ where warranted and fair and foul balls.
- RK 1.4 If a batted ball hits the machine, the ball is dead; the batter is awarded first base and any base runner is moved who is forced to advance by the batter being awarded first base.
- RK 1.5 Each batter will receive a maximum of 5 pitches. If the batter does not hit a fair ball within five pitches, the batter will be declared out. If the batter has two strikes and misses the third strike the batter will be declared out. A foul tip with two strikes will be a third strike if the ball is caught and the batter will be declared out.
- RK 1.6 A strike is a pitch which the batter swings at and misses or is a foul ball. There are no called strikes.
- RK 1.7 A pitch which is over the batter’s head or bounces in the dirt will be ruled a ‘no pitch’ unless the batter swings at the pitch.
- RK 1.8 A batter cannot obtain a base on balls

RK 2 Rookie Ball Play:

- RK 2.1 All players present shall be listed on the team’s batting line-up and shall bat in that order. Any player arriving late shall 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 - Coach/Manager suspended for the remainder of game plus next game.)*
- RK 2.2 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.
- RK 2.3 Bunting is not permitted *(Penalty - batter is out)*.
- RK 2.4 Stealing is not permitted *(Penalty - runner is out)*
- RK 2.5 Runners may not lead-off until the ball is hit or enters the plate area *(Penalty - runner is out)*.
- RK 2.6 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.
- RK 2.7 An inning will end when three outs are made.
- RK 2.8 The infield fly rule does not apply.
- RK 2.9 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. (Refer to Rule 9.15 for other divisions)
- RK.2.10 A defensive coach may call one infield conference per inning.
- RK.2.11 **MERCY:** If the home team is ahead by 15 or more runs after three and a half 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 four or more complete innings, the visiting team will be declared the winner.