2018

CITY OF VAUGHAN BASEBALL ASSOCIATION

HOUSE LEAGUE RULES

CITY OF VAUGHAN SOFTBALL ASSOCIATION

Note: Rule changes from 2017 are in red text.

Rule Changes after May 1, 2018

1) **None**

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General House League Rules – All Divisions

1) The City of Vaughan Baseball Association (CVBA) and the City of Vaughan Softball Association (CVSA) are herein referred to as the "League".

2) Each Association will from its own Disciplinary Committee to deal with incidents which may arise during the course of the season. Each Committee will deal with its own players, coaches and spectators.

3) All League rules will be enforced. The League expects all players, coaches and spectators to abide by its rules, regulations and Code of Conducts. Failure to do so may result in disciplinary action, up to and including expulsion from the League. Common sense, courtesy and good sportsmanship must prevail at all times. The League expects all coaches to read, understand and explain said rules to their players and parents and to provide them with the necessary information for all games, practices, tournaments and League events.

4) The League is set up primarily as a "FUN" League where players can learn and play the game to their highest potential while having FUN. Trickery or deception plays have no place in this League. Coaches not adhering to our Fair Play principals or resorting to trickery or deception plays will be dealt with severely. Coaches must adhere to the Coaching Code of Ethics and support the principals of Fair Play. The head coach, or acting head coach, is responsible for the conduct of his assistants, players, player's parent(s)/guardian(s), player's siblings, player's relative(s), player's friends and all other fans of the team. There will be a zero tolerance for any: unsportsmanlike behaviour, misconduct of any kind, unruliness of any sort, use of foul or profane language, attack of any kind (either verbal or physical) towards any umpire, coach, player, or spectator. These actions will not be tolerated.
   Penalty for first occurrence: the umpire shall warn the coach about the violation.
   Penalty for second occurrence: the violator(s) will be removed from the ballpark and they place their child(ren)/relative in jeopardy of removal from the game.
   Penalty for third occurrence: the umpire shall forfeit the game. The team responsible for the conduct will receive the loss due to the forfeit.
   The League may review for disciplinary actions up to and including expulsion from the League for all second or third occurrence penalties.
   Note: some violations may be deemed serious enough to warrant immediate expulsion, or even be dealt with legally.

5) Fighting will not be tolerated. If a fight does occur, the Umpire will eject the individuals involved and he may then elect to: continue, forfeit or end the game. The individuals involved in the fight will be immediately suspended from further games and practices. The incident will be reviewed to determine the length of suspension for each individual, including the head coaches, up to and including expulsion from the League.

6) Destruction, abuse or theft of League property will be dealt with swiftly through replacement or monetary means by the offending individual(s).

7) The League will not condone or permit illegal substances, alcoholic beverages or anyone intoxicated on the grounds during any game, practice or League sanctioned event. If alcohol or illegal substances are present and the person does not leave the grounds when asked to, then the umpire has the authority to forfeit the game to the opposing team.

8) The League will not condone or permit smoking on the grounds during any game, practice or League sanctioned event.

9) All players, while participating in any League game, must have, and properly wear (cap facing forward and shirts tucked in, et cetera), the complete supplied CVBA or CVSA uniform. If not suitably dressed, the player(s) will be removed from the game. No metal spikes allowed except in Senior Division. **No jewellery allowed to be worn** unless it is a Medic Alert bracelet. The Medic Alert bracelet must be taped down on the wrist. If a pitcher is wearing a Medic Alert bracelet on the pitching wrist, it is to be moved to the non-pitching wrist if possible.

10) All coaches, while participating in any League game, must wear the supplied CVBA or CVSA uniform, otherwise they will not be allowed to coach for that game. Parents substituting for a missing coach are obviously exempted from this uniform requirement. Both coaches and parents substituting for coaches cannot be in bare feet and cannot wear "cut-off" shorts or sandals.

11) Challenges will be allowed for opposing team violations of playing rules or procedures provided that the umpire and opposing coach(s) have been notified at the time of the said violation. Challenges may only be made by the head coach, or an assistant coach acting as the head coach in the absence of the head coach. Honest mistakes by the opposing team will be corrected immediately, if possible, and the game shall continue. If not possible to correct the violation then the umpire shall announce that the remainder of the game will be played under "protest". Any attempt to deceitfully violate playing rules or procedures will result in the team forfeiting the game and the head coach suspended immediately pending review of the incident by the respective Disciplinary Committee.

12) A head coach may "protest" a game when he believes an umpire's decision has not adhered to the rules provided that the umpire is notified at time of said call after the play has ended and prior to the next pitch. The protest should be dealt with immediately by the convenor if available at the field or by phone. If the convenor is not available then the umpire shall announce that the remainder of the game will be played under protest.

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13) When a game is played under "protest", the Umpire shall note all player positions and game situations and provide the information back to the League. The protest must be submitted in writing to the CVBA office within 24 hours of the completion of the game, by the protesting team, accompanied by a fee of $50.00. This fee will be refunded to the coach filing the protest if the protest is ruled in his favour. Under no circumstances will the protest fee be refunded if the protest is lost. Protests may be settled without need for a hearing. If a hearing is necessary then only one coach from each team may attend the protest hearing. The protest will be disposed of within five days from the receipt of protest. All protest hearings will be handled by the respective Disciplinary Committee and their decision will be final.

14) The League will announce cancellation of any games up one (1) hour prior to the Official start of the game. The cancellation notice will be posted on the league website www.vaughanvikings.com and be electronically sent to all members. Any cancellation inside of one (1) hour will be done at the field at game time by the Umpire.

15) Once a game starts the Umpire can "call the game" (end the game) if any of the following occur:
    a) Steady rain that makes the game unsafe to continue; or,
    b) The sound of thunder (see our Thunder Policy at the end of this document); or,
    c) At dusk when it is deemed too dark to safely continue; or,
    d) At the third out of the home half of the inning if the game is past the "no new inning time"; or,
    e) At curfew, after the announcement of the last batter and after the last batter has had his turn at bat.

16) In the event of a "called game", the game will revert back to the last complete inning to determine the final score. For a game to be considered official the following minimum number of innings must be completed:
    - Two complete innings must be completed in Tee Ball; or,
    - Two innings (1½ innings if the home team is ahead) in 5-Pitch, Mites, Rookie Ball and Mosquito; or,
    - Three innings (2½ innings if the home team is ahead) in Squirts, Novice, girls Bantam, Pee Wee; or,
    - Four innings (3½ innings if the home team is ahead) in boys Bantam, Midget and Senior.

    Any game not considered official may be replayed at a later date as determined by the convenor.

17) The League has fields with lights and without lights.

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i) For all fields without lights there will only be one or two events on that field each evening; therefore, practices and games may be extended on these fields. Fields are available starting at 6:00 PM and the League recommends that teams vacate the fields no later than dusk.
ii) For all fields with lights, there will be two, three or four events on that field each evening; one game or one or two practices in the "early slot" (without the lights on) and one game or one or two practices in the "late slot" (with the lights on). For the fields with the lights the following must be adhered to:

- Fields are available for practice in the early slots starting at 6:00 PM and teams must vacate the field by 8:15 PM.
- Fields are available for practice in the late slots starting at 8:30 PM and teams must vacate the field by 11:00 PM when the lights will turn off.

When there is a game in the late slot then:

- Teams with an early slot practice must vacate the field prior to 8:05 PM.
- Teams with an early slot game must vacate the field as soon as possible after their game ends without delay and absolutely not later than 8:05 PM.
- Teams with a late slot game may take the field as soon after teams in the early slot have vacated.

18) Official times for all games are as per table below:

Division	Start Time	No New Inning Time	Curfew Time
Tee-Ball	6:45 PM	n/a	n/a
All other Divisions	6:15 PM	7:55 PM minus 10 min. if Rep game follows	8:15 PM minus 10 min. if Rep game follows
	8:30 PM	10:10 PM plus 15 min. if in July & August	10:30 PM plus 15 min. if in July & August

Note:
1) All Softball Divisions do not play the extra July and August time.
2) Midget and Senior Divisions play July and August time all season.
3) When a Rep game follows and if the HL game goes towards curfew, then both HL teams should move all their equipment to the outside of the dugout prior to the start of the Home half-inning. Once the game is over the teams should, as quickly as possible, leave the field.

19) The minimum number of players required to play any game is:
Baseball – excluding Senior Division - (7) seven
Baseball Senior Division – (6) six.
Softball – excluding 5 Pitch Division – (6) six.
Softball 5 Pitch – (5) five.
Once both teams have attained the minimum number of players the game shall start if at or past the official start time.

20) No extra playing time is allowed for any late starting game unless by reason of the Umpire being late or the Umpire not showing.

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21) There is a grace period of 10 minutes past the official start time for any team to attain the minimum number of players to play the game. If a team fails to appear, or does not have the minimum number of players after the grace period then the game is forfeited to the opposing team, provided that the opposing team has the minimum number of players ready to play the game. Scores for forfeited games will be 6 – 0.

    In the interest of the children, the League suggests that an exhibition game be played in place of any such forfeited game.

22) With the exception of Tee Ball and Senior Divisions, if a team would otherwise not be able to field 9 players for a game, the team may call-up players from the House League Division immediately below its own. No team shall use the same called-up player more than three times during the whole year (season, play-offs and tournaments) unless that team has a permanent roster of 11 players then that team may call-up the same player for as many times as required, all other call-ups are restricted to no more than three times during the whole year. No team shall call-up more than four players for any one game. The team may call-up enough players to bring its roster for the game in question to a total of 10 players. The team must always have more of its own players than call-ups for the game in question.
    Example:

# Of Roster Players	# Of Call-Ups
6	4
5	4
4	3

    Call-up players may play any position except pitcher. Call-up players must bat at the bottom of the order. Players may not be called-up if their team is playing at the same time. The head coach must obtain Convenor permission prior to using any call-up player in any game. The Convenor will then notify the opposing coach of the call-up. No team can use call up players for any eliminating game for either team involved; this would include season, play-offs and tournaments. Any abuse of this rule will result in disciplinary action to the coaching staff, up to and including expulsion from the League.
    For Jr. Rookie Ball and 5-Pich Divisions: Teams may also call down players from the House League Division immediately above its own. Same rules as Call up apply.
    For Senior Division: A "Taxi Squad" of 12 players will be formed from the Midget House League Division. Teams may use these players to fill their rosters on a week to week basis. Players must rotate between teams if required.

23) The League suggests that all players arrive at least 20 to 30 minutes prior to the official start time of the game to warm up and to allow the coaching staff to set the line-up.

24) The home team shall sit on the third base side of the field and the visiting team shall sit on the first base side of the field.

25) The home team and the visiting team shall provide a scorekeeper. The home team will be the "official scorekeeper". Either coach or the umpire may inspect the "official" score sheet at any time during the game. Each team's scorekeeper will confirm the game's score after each half inning to eliminate any discrepancies at the end of the game. At the end of the game the "official" score sheet must be signed by both head coaches. The "official" score sheets must be retained by the team for the whole season. The league has the right to ask for any score sheets at any time during the season. At the end of the season, the league may ask for the "official" score sheets to be return to the League offices.

26) After the game and prior to leaving the park, the head coaches must approve the final game score. Within 24 hours after the game the head coaches must log the game scores by using the Post Game Reporting tool located on the Vaughan Viking website under the Coaches tab under HL Coaches Post Game Report.

27) The home team is responsible to set up the field and have it ready for play. If the field is not set up by the official start time, the game shall be forfeited to the visiting team provided that the visiting team is ready to play with the minimum number of players required to play the game.

28) The League would like to see the field set up and ready for play minimally 25 minutes prior to official start time so that both teams can have use of the field for an infield practice. When the field is set up and time allows, the home team has the use of the infield up to 15 minutes before the official start time of the game. The visiting team has the use of the infield for 10 minutes prior to 5 minutes before the official start time. All infield practice must be stopped prior to 5 minutes before the official start time of the game.

29) Only League supplied balls are to be used in any game. The home team is responsible to supply the game balls. A new ball and a ball in good condition must be provided to the Umpire prior to official start time of any game. Any time a ball is lost, another ball in good condition must be provided. The exceptions are in Tee Ball where a new ball is always used and in Rookie Ball where a minimum of five balls, all in good condition, must be used for each game.

30) Only umpires, players and coaches (one head coach and two assistant coaches or parents filling in for these coaches) are allowed on the playing field and in the dugout. For Rookie Ball, one additional person may be permitted to assist in the dugout only. For Tee Ball, additional parent volunteers are permitted on the field.

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31) Only the coaches, or parents filling in for missing coaches, provided that the parents have been officially acknowledged by the Umpire prior to the start of the game, may approach the umpire to seek clarification of rules. **Coaches cannot question judgement rulings**; however, a request for an appeal may be asked of the umpire to confirm with the other umpire.

32) The Umpire's watch is the official watch used for all games. The Umpire must be at the field 10 minutes prior to game time and must go over ground rules with the head coaches 5 minutes prior to the official start of game. The League suggests that coaches synchronize their watches with the Umpires watch.

33) The umpire is instructed to move the game along. If he believes a team is intentionally delaying the game then one run will be removed from the score sheet of the violating team. One warning per team will be given prior to the removal of the run. If the umpire believes a player has delayed the game intentionally by faking injury then the game will be forfeited to the opposing team. The only Division exempt from this rule is Tee Ball.

34) With the exception of Tee Ball, coaches must move the game along without any undo delays to ensure all innings are played. Coaches must make their decisions quickly. Coaches must have their team ready to start play by the official start time. Players must move on and off the field quickly. There must be no more than one minute between the end of one inning and the start of the next inning (between the last out of the inning to the first pitch of the next inning). Coaches must ensure that catcher's equipment is ready at all times (no missing straps etc.). Coaches must ensure that players know where they are playing and when they are batting at all times. Catchers must be ready to catch without delay. Pitchers must be warmed up and ready to pitch without delay. First batter of the inning must be ready to bat without delay.

35) If the next inning catcher is on base with two outs, a substitute runner must be used in order to save time for the catcher to put on the equipment. The substitute runner must be the last batter out. The coach must have his substitute runner ready to make the switch without any delay in the game.

36) **Baseball** - Only wood or wood composite bats allowed in the boys Bantam, Midget and Senior Divisions. For all other Divisions, players may use any legal baseball bat they wish subject to Umpire approval. **No softball bats are allowed.**

Softball – Players may use any legal softball bat they wish subject to Umpire approval. **No baseball bats are allowed.**

For ease of distinguishing the differences between baseball and softball bats we will use the following:

Baseball bats have a gradual taper from the handle of the bat to the end of the bat whereas a softball bat has very little taper and an elongated barrel.

37) Coaches are encouraged to place players in different slots in the batting order from game to game so that players receive similar numbers of at bats throughout the course of the season. The batting order of each team must be presented to both scorekeepers prior to the beginning of each game.

38) With the exception of Tee Ball, Senior and all of Softball, coaches must exchange a line up sheet showing his players field positions and batting order for all innings as per the division's official length of game. The fielding acronyms used must be:

Pitcher	**P**	Short Stop	**SS**	Left Field	**LF**
Catcher	**C**	Third Base	**3 or 3B**	Left Center Field	**LCF**
First Base	**1 or 1B**	Right Field	**RF**	Right Center Field	**RCF**
Second Base	**2 or 2B**	Center Field	**CF**		

Nothing else will be accepted. The exchange of the line-up sheets should take place prior to the start of the game but not later than the start of the bottom ½ of the first inning. Once the line-up sheet is exchanged, the only allowable changes are for injuries, eligible late players, or the occasionally rare error on the line up sheet. Failure to provide a line up sheet in the time specified will result in the team forfeiting the game.

39) When on defense, players must be located in reasonable proximity to their assigned fielding positions so that umpires can easily and readily determine who is at each fielding position. Umpires may ask the players to move to certain spots or tell the coach to move his players to the satisfaction of the Umpire.

40) With the exception of Tee Ball and Senior Division , all players must have equal playing time and no player may sit out twice (six outs) unless all other players have sat out once (three outs) or no player may sit out three times (nine outs) unless all other players have sat out twice (six outs), et cetera.

41) All players will bat. Late players must arrive prior to the first pitch of the second inning or before the team has gone through the batting order once to be eligible to play. All eligible late players must join the batting order at the bottom. The only Division exempt from this rule is Tee Ball and all of Softball where there is no time restriction on late players and all late players can join at the bottom of the batting order.

42) With the exception of Tee Ball where the whole team bats per inning, the offensive team's turn at bat ends when:
a) Three outs occur; or,

b) Five runs are scored, except for the open innings, as stated for each Division, where three outs must occur.

43) **Baseball**: with the exception of Tee Ball, at any time after four (4) complete innings if a team has a lead of ten (10) or more runs (fifteen (15) runs for Senior Division) the game shall end and the score becomes official. If the Home team is ahead by the aforementioned score then the bottom half of the inning need not be played.
Softball: the last inning will not be played if a team has a lead of twelve (12) or more runs.

44) Offensive players must wear a helmet with chinstrap secured at all times while outside of the dugout (facemasks are optional for all Divisions and chinstraps are optional for boys Bantam, Midget and Senior Divisions). All first base and third base coaches must wear a helmet for all Peewee, boys Bantam, Midget and Senior Division games. Play is stopped until players and coaches abide by this rule. Delay of game penalties may apply.

45) Defensive pitchers in Tee Ball, Rookie Ball and all of Softball, must wear a helmet with the chinstrap secure at all times while on the playing field (facemasks are optional). Play is stopped until players abide by this rule. Delay of game penalties may apply.

46) The pitcher may not wear a glove on his/her pitching hand or wear long sleeves that closely match the colour of the ball in use.

47) Catchers must wear all supplied League protective catching equipment (including the mitt – Tee Ball excluded) or their own comparable equipment while catching. The League suggests that all catchers wear a protective cup.

48) All equipment must be kept within the dugout and away from the field of play in order to avoid accidental injury to players during the game.

49) There is absolutely **NO THROWING OF THE BAT allowed.** If the batter is judged to have thrown the bat, the batter is out, the ball is dead and all runners return to the base they last occupied before the ball was hit. One warning per team will be given and any further infractions will result in the automatic out. The result of the play on the first warning stands.

50) The designated hitter rule will not be allowed in any games.

51) The infield fly rule will be in effect for all divisions except Tee Ball, Rookie Ball, 5-Pitch and Mites. Note: an infield fly is a fair fly ball which can be caught by an infielder or outfielder with ORDINARY EFFORT, when first and second, or first, second and third bases are occupied, before two are out.

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52) With the exception of Tee Ball, Rookie Ball and 5-Pitch Divisions, pitchers must "deliver the ball in a timely fashion". One warning per team will be given and any further infractions will result in a walk awarded to the batter.

53) For each pitcher, only one trip to the mound by **coach or coaching staff** is permitted without the requirement for removal. On the second trip to the mound the pitcher must be substituted. All trips to the mound are restricted to 30 seconds or less from the moment time is called. Injury trips to the mound are excluded from this rule. The only Divisions exempt from this rule are Tee Ball, Rookie Ball and 5-Pitch. Players are never allowed to approach the mound; only the catcher may accompany the coach on his first trip out.

54) If a pitcher pitches in any part of an inning, that will be considered one inning pitched.

    With the exception of Tee Ball, Rookie Ball and all of Softball, once the pitcher is removed from the pitcher position the player can no longer pitch in that game.

55) Substitutions for the pitcher are allowable provided that the line-up sheet is not impacted (player positions). All substitutions for the pitcher must be from a player on the infield, except the catcher.
    Note:
    1) In Midget Division the substituted player may come from anywhere on the field; but, not from the bench.
    2) In Senior Division the substituted player may come from either the field or the bench.

56) If a player, because of injury or illness, requires to temporarily leave the game, the player may only be reinstated if he does not miss his/her next turn at bat. If the player misses his/her turn at bat then the player is considered out of the game and will be skipped in the batting order. Outs will not be awarded for players skipped due to injury or illness. If required, line-up cards must be adjusted to align with the positional rules for each division.

57) All substituted players for the pitcher during the inning will receive no more than five warm-up pitches or one minute, whichever is less.

58) If a player catches in any part of an inning, that will be considered one inning in the position.

59) If a batter gets hit by the pitched ball and did not move or tried to avoid being hit, the batter will be awarded first base; but, if the batter deliberately "leaned into" the pitch for the purpose of being intentionally hit, a strike will be called on the batter and the pitcher would not be charged with a "hit batter".

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60) **Baseball**: the pitcher must pitch the ball "over-hand" or "side-hand" starting with one foot touching or on the pitching rubber.
Softball: the pitcher must pitch the ball "under-hand" or "windmill" starting with both feet on the pitching rubber. In 5-Pitch and Mite, when Coaches are pitching, they are allowed to pitch from inside a safety circle of four (4) feet radius drawn from the centre of the pitching rubber.

61) For Baseball only, an explanation of the Baseball "Balk Rule" is provided at the end of this document.
For Mosquito Division: balks will not be called. Between innings the Umpire will explain briefly to pitcher and coach(s) only the obvious of what the pitcher was doing wrong.
For Pee Wee Division: prior to June 15, any balks called will result in a dead play. Base runner(s) will **not** be awarded their next base. From June 15 and thereafter, the balk rule will be called and enforced. The Umpire will explain the ruling or infraction of the balk to the pitcher and coach(s).
For Bantam, Midget and Senior Divisions: the balk rule will be called and enforced from the start of the season. The Umpire will explain the ruling or infraction of the balk to the pitcher and coach(s).

62) For Softball only, a pitch is deemed "illegal" if during the attempted delivery of the pitch (defined as any time after the 'pause'), the pitcher does not pitch the ball or drops the ball or directs the ball other than towards home plate. The ball does not have to exit the pitcher's circle for an "illegal pitch" to be called. For each illegal pitch, a called "Ball" is awarded to the batter.
For 5-Pitch and Mites Divisions: illegal pitches are not called.
For Squirts, Novice and Girls Bantam Divisions: prior to July 1, pitchers are to be given a warning for any illegal pitches and the reason why the pitch was illegal to enable the pitchers to make corrections. From July 1 and thereafter, illegal pitches will be called and enforced.

63) During the defensive half of the inning, all substitute players and the coaching staff must be in the dugout or bullpen. Some lenience should be granted to allow coaches to be just outside and very near the dugout doorway; umpires have the right to reposition the coaches if need be. The only exception to this rule is in Tee Ball where all players will be on the field including an allowance for coaches and parents to position themselves behind the outfielders.

64) During the offensive half of the inning, all players except for the batter and the "on-deck" batter and any base runner(s) must be in the dugout. A coach may be positioned at first base and at third base with the other coach in the dugout. The only exceptions to this rule for coaches are in Tee Ball and Rookie Ball. In Tee Ball the dugout coach is required to work the tee stand. In Rookie Ball the dugout coach is required to work the pitching machine.

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65) Any interference caused by the coaches will result in an automatic out of the lead runner. Any contact by the coach with a player while the ball is in play will result in an automatic out of the player.

66) Defensive players must not impede runners by standing on the base or on the base path if they are not making a play. The umpire has the authority to award extra bases for obstruction.

67) Runners must avoid deliberate contact with a defensive player. Runners must slide to avoid contact when a defensive player is trying to make a play at a base or home plate. Umpires shall have the authority to call the runner out and/or eject the runner.

68) It is the coach's responsibility to ensure that all equipment is collected and accounted for at the completion of each game or practice. It is also the responsibility of the coach to assure that the equipment is in safe playing conditions at all times and, if necessary, replace all damaged or missing equipment prior to the next game or practice.

69) It is the responsibility of both teams to ensure the spectators' areas, benches/dugouts and playing field are cleared of all garbage and generally left tidy after each practice and/or game.

70) All House League players, coaches and teams shall play and abide by the current "Ontario Baseball Association (OBA) Rules" for Baseball and the current Softball Ontario (SO) Rules for Softball, with the exceptions as stated herein as "General House League Rules" and as noted as "Specific House League Rules" which follow.

71) As stated, see also "Specific House League Rules" for:
Baseball – Tee Ball, Rookie Ball, Mosquito, Pee Wee, Boys Bantam, Midget and Senior Divisions.
Softball - 5-Pitch, Mites, Squirts, Novice and Girls Bantam Divisions.

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House League Baseball Division Specific Rules

Jr. & Sr. Tee-Ball Divisions

1)

Distance between bases:	50 ft.
Distance to pitching rubber:	35 ft.
Official length of game:	Either Two (2) or Three (3) innings
Official practice time (weeknights):	6:45 PM - 8:00 PM or 6:00 - 7:15 PM or 7:15 - 8:15 PM
Official game time (weeknights):	6:45 - 8:00 PM
Official game/practice time (weekends):	9:15 – 10:30 AM or 10:30 – 11:45 AM

2) The CVBA considers Tee Ball to be a "non-competitive" Division where the emphasis is on having fun and learning the fundamentals of the game; therefore, keeping score is not necessary or encouraged.

3) The CVBA does not supply Umpires to any of the Tee Ball games; therefore, Coaches or Parents may be chosen by the teams to officiate the game.

4) Players cannot play the same position twice. All players must be rotated between infield and outfield positions and must be allowed to experience all positions on the field. Each player must play an infield position and an outfield position at least one full inning per game, if possible. There is no back-catcher in Tee ball.

5) Each team will bat their entire line-up per inning.

6) During the offensive half of the inning, a coach must place balls on the Tee at home plate. That coach may assist the batter in positioning only and must not aid in the swinging of the bat. After the ball is hit, the plate coach must pick up the Tee and get clear of any impending play.

7) Base runners cannot leave the base until the batter makes contact with the ball. One warning per team will be given and any further infractions will result in an automatic out to the runner. No stealing allowed.

8) An IN-PLAY FAIR LINE (ARC) is a line that is located and drawn in the shape of an arc starting ten feet from home plate along the first base line; thence radially out from home plate intersecting the third base line. When the batter hits the ball, the ball must cross the IN-PLAY FAIR LINE, otherwise the ball is dead and no base runners may advance. The batter will continue to bat the ball until the ball is put into play (crosses past the IN-PLAY FAIR LINE).

9) BACK-STOP AREA is the area of the IN-PLAY FAIR LINE plus the area that is bounded by the lines of the IN-PLAY FAIR LINE which extends perpendicular from the first and third base-lines to the back-stop. No defensive player is permitted within the BACK-STOP AREA while a batter is batting the ball.

10) Defensively, once the ball is put into play, only the pitcher may enter into the BACK-STOP AREA. If a defensive player, other than the pitcher, crosses into the BACK-STOP AREA with ball in hand or makes contact with the ball inside of this area, then time is called and all runners are awarded the bases they were running to. If this occurs on the last batter then all runners will score.

11) The offensive team's turn at bat ends when the last batter, which is announced to the opposing team and the opposing team acknowledges it, has batted and the resulting play ends. Once the last batter puts the ball in play, all base runners will continue running until they reach home plate or until the play ends. The pitcher is the only player that can end the play prior to the remaining runners scoring by stepping on home plate with the ball in his/her hand. There can be no plays to tag out runners or force plays during the last batter's hit; the ball must be thrown, not carried, to the pitcher, who must be in the BACK-STOP AREA to either catch or retrieve the ball, and then step on home plate to stop the inning. If the pitcher makes contact with the ball outside the BACK-STOP AREA then all runners score. If the ball is thrown out of bounds, all runners will score.

12) Coaches should encourage all their defensive players to "make a play".
JUNIOR RULE: Any ball hit to the right side of the infield (between first and second and a line connecting second to home), must be thrown to first base to try to get the batter out.
SENIOR RULE: When a ball is hit to any defensive infielder, one attempt to "make a play" must be made before time can be called.

13) Pitchers are not allowed to tag base runners from home to first base. They must throw the ball to first base.

14) Time is called when a player playing an infield position has control of the ball in the fair area of the infield and is not attempting to make a play. The "fair area of the infield" is defined as the fair area within the boundaries of home, first, second and third bases. All base runners are awarded the base they were running to whenever time is called.

15) An overthrow is when the ball is thrown past any baseman without touching the baseman.
JUNIOR RULE: On an over throw to any base, time is called.

SENIOR RULE: On an over throw to first base, time is called. On an over throw to second or third base, the runners may continue at their peril until time is called. If the next play results in another overthrow then time is called. If the ball goes out of play, time is called.

16) Time will be called any time the ball goes under the backstop or is stuck under the fence. All runners are awarded the base they were running to when time was called.

17) **JUNIOR RULE**: During the defensive half of the inning, depending on the number of outfielders used, an equal number of coaches/parents will be allowed provided they stand behind the outfielders and do not interfere with the players or attempt to make a play. Any interference or obstruction by the coaches will result in awarding all runners to score.
SENIOR RULE: During the defensive half of the inning, up to two outfield coaches will be allowed provided the coaches stand behind the outfielders and do not interfere with the players or attempt to make a play. The other coach must remain in the dugout. Any interference or obstruction by the coaches will result in allowing all runners to score.

18) The defensive team will consist of: one pitcher, one player at first base, one player between first base and second base, one player at second base, one shortstop, one player at third base and up to six outfielders. Twelve players in total.

19) The positioning of the defensive players prior to the batter hitting the ball will be: the outfielders at least ten feet behind the infield base path, the pitcher within four feet of the pitching rubber, the basemen within four feet of their base, the shortstop and the player between first and second base must be half way between the bases. All basemen should be off the base path up to a maximum of four feet.

20) Players must throw the ball to make a play and not roll it.

21) See General House League Rules as all General Rules also apply.

Jr. & Sr. Rookie Ball Divisions

1)

Distance between bases:	65 ft.
Distance to pitching machine:	44 ft.
Pitching machine speed JUNIOR:	36 mph
Pitching machine speed SENIOR:	40 mph
Official length of game:	Four (4) innings (No Open Innings)

2) In any game:
   - No player may play the outfield twice unless all other players have played the outfield once, three times until all other players have played the outfield twice, etc.
   - Each player must play an infield position and an outfield position for at least one full inning.
   - Players cannot play the same position twice.
   - All players must be rotated between infield and outfield positions and must be allowed to experience all positions on the field.

   The only exception to this rule would be in a two inning "called game".

3) With the exception of the speed settings, the pitching machine may be adjusted at any time upon agreement by both head coaches and the umpire. The speed settings must be set to the positions as indicated by the pitching machine to achieve the pitching machine speed stated in rule #1 above. The machine speed settings may only be adjusted if a calibrated radar gun is available to verify the speeds stated in rule #1.

4) The foot pedal on the pitching machine must be pushed all the way down to ensure the pitch is thrown at the proper speed for the division. If the umpire determines that the foot pedal on the pitching machine was not pushed all the way down then the pitch is considered "dead". Each team will get one warning. Any further infractions will result in the "dead" pitch being called a strike.

5) The coach placing balls into the pitching machine may only instruct the batters. He cannot instruct the base runners. Once the ball is hit the coach becomes mute. He shall not coach or cheer. One warning per team will be given and any further infractions will result in the lead runner being called out.

6) Each batter shall have five strikes before being called out. The umpire should call "no pitch" for a pitched ball that is not in the strike zone; however, a strike will be called if the batter swings on the pitch. A foul ball for the fifth strike is not considered a strike. A batter cannot foul out unless a foul ball is caught in the air. In the interests of speeding up play, five balls should be used during the game to pitch to each batter.

7) No bunting allowed. A bunt attempt will be considered a strike.

8) Base runners cannot leave the base until the batter makes contact with the ball. One warning per team will be given and any further infractions will result in an automatic out to the runner. No stealing allowed.

9) When a ball is hit to any defensive player, the player must "make a play" to a base, and when that play attempt concludes, and the ball is in the control of an infielder in the fair area of the infield, then and only then can "time" be called. The "fair area of the infield" is defined as the fair area within the boundaries of home, first, second and third bases.

10) Once time has been called, it is up to the umpire to decide whether a base runner was more than half way to the next base, if not then the runner must return to the last base attained/occupied, unless a "force" dictates otherwise.

11) The Umpire is the only one who can call "time" to stop play. Players can only request a stoppage in play or do nothing with ball in hand to get the Umpire to call "time".

12) An "overthrow" is when the ball is thrown past the baseman without touching the baseman.
JUNIOR RULE: On an "overthrow" to first base, time is called. On an "overthrow" to second or third base, the runners may continue at their peril until either time is called or until runners have attained their next base where time will then be called. If the ball goes out of play, time is called.
SENIOR RULE: On an "overthrow" to any base:
    1. by an infielder, the runners may continue at their peril until either time is called or until the runners have attained their next base where time will then be called.
    2. by an outfielder, the runners may continue at their peril until time is called.
    3. If the ball goes out of play, time is called. If the ball was thrown out of play, the runner who batted the ball is awarded second base if not already attained.

13) The defensive team will consist of one catcher, one pitcher, one first baseman, one second baseman, one third baseman, one shortstop, and up to four outfielders; ten players in total.

14) Pitchers are not allowed to tag base runners from home to first base. They must throw the ball to first base.

15) The pitcher must be positioned on either side of the pitching machine. A safety circle of four feet radius should be drawn around the pitching machine. Lines extending in the direction of first and third bases should be drawn from the safety circle extending out an additional three feet. The pitcher must be on one of these lines prior to all pitches.

16) The positioning of the other defensive players prior to the batter hitting the ball will be: the outfielders at least fifteen feet behind the infield base path, the catcher behind home plate, the first and third basemen must be within ten feet off their base, the shortstop and second basemen may play anywhere between the bases but must be no closer than ten feet from any other teammate. All basemen should be off the base path up to a maximum of five feet.

17) If the ball hits the pitching machine or lands in the safety circle from:
    - The batter's hit, time is called and the batter is awarded first base. All base runners will advance in force situations only.
    - Being thrown by the defensive team, time is called and all base runners are awarded the base they were running to.

18) If a player is hit by a pitch, is "traumatized" but not injured and not willing to continue their turn at bat – allow the player to end his turn at bat (not awarded the base), and simply move on to the next batter in the line-up order with no "out" called. The coaches/parents are then asked to get the stricken player calmed down, ready to continue playing and prepare for their next turn at bat as per the batting order. If they are not injured, when their next turn at bat comes, they MUST bat or an "out" will be called.

19) No defensive player may enter or reach into the safety circle. Any violation will result in time being called and all runners being awarded the bases they were running to.

20) Players must throw the ball to make a play and not roll it. If the ball is intentionally rolled then all base runners score.

21) At Vaughan Grove Park, any over-thrown ball that remains on the grass, runners may advance at their own peril as ball remains live until time is requested by a player returning to the ball to the "fair area" of the infield. Any over-thrown ball that reaches the gravel, time is called and base runners are awarded one additional base.

22) See General House League Rules as all General Rules also apply.

Mosquito Division

1) Distance between bases: 65 ft.
   Distance to pitching rubber from home plate: 44 ft.
   Official length of game: Four (4) innings (4th Open)

2) In any game:
   - No player may play the outfield twice unless all other players have played the outfield once, three times until all other players have played the outfield twice, etc.
   - Each player must play an infield position and an outfield position for at least one full inning.
   - A player may play the catcher position for a maximum of any two innings.
   - A player may pitch a maximum of one inning.
   - All players must be rotated between infield and outfield positions and must be allowed to experience all positions on the field.

   The only exception to this rule would be in a two inning "called game".

3) Unless for reason of injury, no substitutions are allowed for any position, other than the pitcher, during the inning.

4) A pitcher must be substituted for if he hits any batters three times.

5) Bunting is not allowed. One warning per team will be given and any further infractions will result in an automatic out on the batter. The warning is also a called strike on the batter.

6) On a third strike the batter is out whether the ball is caught or not. The ball is live for any runners that may be on base.

7) A batter may not advance past first base after receiving a base on balls until the next pitch is thrown.

8) Base runners cannot leave the base until the pitched ball crosses home plate. One warning per team will be given and any further infractions will result in an automatic out to the runner.

9) A runner cannot steal home.
   - A runner from second base stealing third base cannot then come home from any errant throw by any player.
   - A base runner on third base can only come home from a batted ball or being forced (i.e. bases loaded walk).

10) The defensive team will consist of one catcher, one pitcher, one first baseman, one second baseman, one third baseman, one shortstop, and up to four outfielders; ten players maximum.

11) At Vaughan Grove Park, a runner may advance at his/her own risk, a maximum of one base, for any pitched ball to pass the catcher and reach the gravel. A runner may advance, at his/her own risk, for any pitched ball to pass the catcher and remains on the grass. All pitched balls are considered live and time should not be called until the play has stopped. When no runners are on base, the defensive coach should retrieve any pitched balls that pass the catcher except for the "third strike" ball.

12) See General House League Rules as all General Rules also apply.

Pee Wee Division

1) Distance between bases: 75 ft.
   Distance to pitching rubber from home plate: 50 ft.
   Official length of game: Five (5) innings (5th Open)

2) In any game:
   - No player may play the outfield twice unless all other players have played the outfield once, three times until all other players have played the outfield twice, etc.
   - Each player must play an infield position and an outfield position at least one full inning within the first four innings.
   - A player may play the catcher position for a maximum of any three innings.
   - A player may pitch a maximum of two consecutive innings.
   - Two other players may also play the same position twice.
   - All other players must be allowed to experience all remaining positions on the field.

   The only exception to this rule would be in a three inning "called game".

3) Unless for reason of injury, no substitutions are allowed for any position, other than the pitcher, during the inning.

4) A pitcher must be substituted for if he hits any batters three times in one inning or any four batters during the game.

5) Base runners cannot leave the base until the pitched ball leaves the pitchers hand. One warning per team will be given and any further infractions will result in an automatic out to the runner.

13) The defensive team will consist of one catcher, one pitcher, one first baseman, one second baseman, one third baseman, one shortstop, and up to four outfielders; ten players maximum.

6) At Vaughan Grove Park, a runner or batter may advance at his/her own risk, a maximum of one base, for any pitched ball to pass the catcher and reach the gravel. A runner or batter may advance, at his/her own risk, for any pitched ball to pass the catcher and remains on the grass. All pitched balls are considered live and time should not be called until the play has stopped. When no runners are on base, the defensive coach should retrieve any pitched balls that pass the catcher except for the "third strike" ball.

7) See General House League Rules as all General Rules also apply.

Boys Bantam Division

1) Distance between bases: 90 ft.
   Distance to pitching rubber from home plate: 54 ft.
   Official length of game: Six (6) innings (5th & 6th Open)

2) In any game:
   - No player may play the outfield twice unless all other players have played the outfield once, three times until all other players have played the outfield twice, etc.
   - Each player must play an infield position and an outfield position at least one full inning within the first five innings.
   - A player may play the catcher position for a maximum of any three innings.
   - A player may pitch a maximum of three consecutive innings. All pitchers must sit out the number of consecutive innings needed to bring balance to the number of innings played by all teammates.

   The only exception to this rule would be in a four inning "called game".

3) Catchers cannot be substituted unless for reason of injury.

4) A pitcher must be substituted for if he hits any batters two times in one inning or any three batters during the game. A pitcher will be ejected from the game if he intentionally throws at the batter.

5) The defensive team will consist of one catcher, one pitcher, one first baseman, one second baseman, one third baseman, one shortstop, and up to three outfielders; nine players in total.

6) See General House League Rules as all General Rules also apply.

Midget & Senior Divisions

1) Distance between bases: 90 ft.
   Distance to pitching rubber from home plate: 60.5 ft.
   Official length of game: Seven (7) innings (6th & 7th Open)

2) Catchers cannot be substituted unless for reason of injury.

3) A pitcher may pitch a maximum of three consecutive innings. With the exclusion of Senior Division, all pitchers must sit out the number of consecutive innings needed to bring balance to the number of innings played by all teammates.

4) A pitcher must be substituted for if he hits any batters two times in one inning or any three batters during the game or the same batter twice during the game. A pitcher will be ejected from the game if he intentionally throws at the batter.

5) The defensive team will consist of one catcher, one pitcher, one first baseman, one second baseman, one third baseman, one shortstop, and up to three outfielders; nine players in total.

6) In Senior Division only, all roster players will bat.

7) See General House League Rules as all General Rules also apply.

House League Softball Division Specific Rules

5-Pitch Division

1) Distance from home to pitching mound: 25 ft.
   Distance between bases: 45 ft.
   Official length of game: Five (5) innings (5th Open)

2) In any game:
   - No player may play the outfield twice unless all other players have played the outfield once.
   - Each player must play an infield position and an outfield position for at least one full inning.
   - All players must be rotated between infield and outfield positions and must be allowed to experience all positions on the field.

3) Each team will pitch to their own team, in order to generate as many hits as possible to develop hitting and to develop fielding skills by the defence. The coach will decide, on a player by player basis, whether the coach pitches or a player pitches. Maximum a player may pitch is one inning. Coaches are encouraged to develop pitchers during the course of the year. Players must pitch last inning of the last two (2) regular season games. The defensive team must field a "defensive pitcher", who must have at least one foot in the pitching circle, a circle drawn with a (4) foot radius around the pitching rubber, when the ball is pitched.

4) Base runners cannot leave the base until the batter makes contact with the ball. If an infraction occurs, the runner will be called out. Each team to receive one (1) warning. No stealing allowed.

5) Each batter shall have five (5) pitches before being called out. A foul ball for the fifth strike is not considered a strike and the batter will continue to receive another pitch until either the ball is hit or a strike or a fouled pitch is caught in the air. The coach of the team batting will pitch the ball. If a batted ball hits or interferes with the coach or player that is pitching, then the play stops, and the batter is awarded first base. The pitching Coach may not coach the kids once the ball is in play.

6) When a ball is hit to any defensive player, the player must "make a play" to a base, and when that play attempt concludes, and the ball is in the control of an infielder in the fair area of the infield, then and only then can "time" be called. The "fair area of the infield" is defined as the fair area within the boundaries of home, first, second and third bases.

7) On an "overthrow" to first base, time is called. On an "overthrow" to second or third base, the runners may continue at their peril until time is called. If the ball goes out of play, time is called.

8) The Umpire is the only one who can call "time" to stop play. Players can only request a stoppage in play or do nothing with ball in hand to get the Umpire to call "time".

9) Once time has been called, it is up to the umpire to decide whether a base runner was more than half way to the next base, if not then the runner must return to the last base attained/occupied, unless a "force" dictates otherwise.

10) The defensive team will consist of one catcher, one pitcher, one first baseman, one second baseman, one third baseman, one shortstop, and up to four outfielders; ten players in total.

11) See General House League Rules as all General Rules also apply.

Mites Division

1) Distance from home to pitching mound: 30 ft.
   Distance between bases: 45 ft.
   Official length of game: Five (5) innings (5th Open)

2) In any game:
   - No player may play the outfield twice unless all other players have played the outfield once.
   - Each player must play an infield position and an outfield position for at least one full inning.
   - Players cannot play the same position twice except the catcher and pitcher for max of 2 innings.
   - All players must be rotated between infield and outfield positions and must be allowed to experience all positions on the field.

3) Base runners are able to "steal" once the ball crosses the plate. If an infraction occurs, the runner will be called out. Each team to receive one (1) warning. Runners are not allowed to steal a base once the pitcher has the ball within the pitching circle.

4) Base runners are NOT allowed to steal home unless they are "forced" home by a walk or a hit.

5) Each pitcher may pitch a maximum of two (2) non-consecutive innings per game.

6) A pitcher may pitch to six (6) batters maximum per inning. If the inning is not complete, then the Coach of team batting completes the inning pitching up to three (3) pitches per batter.

7) On a third strike the batter is out whether the ball is caught or not. The ball is live for any runners that may be on base. A foul ball for the third strike is not considered a strike and the batter will continue to receive another pitch until either the ball is hit or a strike or a fouled pitch is caught in the air.

8) When a ball is hit to any defensive player, the player must "make a play" to a base, and when that play attempt concludes, and the ball is in the control of an infielder in the fair area of the infield, then and only then can "time" be called. The "fair area of the infield" is defined as the fair area within the boundaries of home, first, second and third bases.

9) On an "overthrow" to first base, time is called. On an "overthrow" to second or third base, the runners may continue at their peril until time is called. If the ball goes out of play, time is called.

10) The Umpire is the only one who can call "time" to stop play. Players can only request a stoppage in play or do nothing with ball in hand to get the Umpire to call "time".

11) Once time has been called, it is up to the umpire to decide whether a base runner was more than half way to the next base, if not then the runner must return to the last base attained/occupied, unless a "force" dictates otherwise.

12) See General House League Rules as all General Rules also apply.

Squirts Division

1) Distance from home to pitching mound: 35 ft.
   Distance between bases: 55 ft.
   Official length of game: Five (5) innings (5th Open)

2) In any game:
   - No player may play the outfield twice unless all other players have played the outfield once.
   - Each player must play an infield position and an outfield position for at least one full inning.
   - Players cannot play the same position twice except the catcher and pitcher for max of 2 innings.
   - All players must be rotated between infield and outfield positions and must be allowed to experience all positions on the field.

3) Each pitcher may pitch a maximum of two (2) innings in one game and they do not have to be consecutive.

4) A pitcher may pitch to seven (7) batters maximum per inning. If the inning is not complete, then the Coach of team batting completes the inning pitching up to three (3) pitches per batter. This rule is in affect through the third full week of June only.

5) There are no "lead-offs", base runners are able to "steal" once the pitched ball is released. If an infraction occurs, one (1) warning will be issued and for any further infractions thereafter the runner will be called out. Each team to receive one (1) warning. Runners are not allowed to steal a base once the pitcher has the ball within the pitching circle, otherwise the runner will be called out as a lead-off, however if the ball leaves the pitcher's hand/or circle, the base runner is able to steal, and the ball is still live.

6) Base runners are NOT allowed to steal home unless "forced" home by a walk or a hit.

7) On a third strike the batter is out whether the ball is caught or not. The ball is live for any runners that may be on base. A foul ball for the third strike is not considered a strike and the batter will continue to receive another pitch until either the ball is hit or a strike or a fouled pitch is caught in the air.

8) When a ball is hit to any defensive player, the player must "make a play" to a base, and when that play attempt concludes, and the ball is in the control of an infielder in the fair area of the infield, then and only then can "time" be called. The "fair area of the infield" is defined as the fair area within the boundaries of home, first, second and third bases.

9) The Umpire is the only one who can call "time" to stop play. Players can only request a stoppage in play or do nothing with ball in hand to get the Umpire to call "time".

10) Once time has been called, it is up to the umpire to decide whether a base runner was more than half way to the next base, if not then the runner must return to the last base attained/occupied, unless a "force" dictates otherwise.

11) See General House League Rules as all General Rules also apply.

Novice & Girls Bantam Divisions

1) Distance from home to pitching mound: **Novice** 38 ft.
Bantam 40 ft.
Distance between bases: 60 ft.
Official length of game: Seven (7) innings (7th Open)

2) In any game:
   - No player may play the outfield twice unless all other players have played the outfield once.
   - Each player must play an infield position and an outfield position for at least one full inning.
   - Players cannot play the same position twice except the catcher and pitcher for max of 3 innings.
   - All players must be rotated between infield and outfield positions and must be allowed to experience all positions on the field.

3) A pitcher may pitch a total of 3 innings per game; but, only two of them may be consecutive.

4) A pitcher must face a minimum of 3 batters before replacement is allowed.

5) If in any inning a pitcher hits two batters in the same inning then the umpire shall call time and require the coach to take a charged conference and visit the pitcher. If a third batter is hit in the same inning by the same pitcher then that pitcher must be removed as pitcher and may not return as pitcher for the remainder of the game. If in a subsequent inning a pitcher who has already hit two batters in one inning hits another two batters in an inning then that pitcher must be removed as pitcher and may not return as pitcher for the remainder of the game.

6) An umpire may at any time, whether a batter has been hit or not, require a team to remove a pitcher if in the umpire's sole judgement the pitcher is a safety hazard due to inadequate control of the ball. This judgement may not be appealed.

7) There are no "lead-offs", base runners are able to "steal" once the pitched ball is released. If an infraction occurs, one (1) warning will be issued and for any further infractions thereafter the runner will be called out. Each team to receive one (1) warning. Runners are not allowed to steal a base once the pitcher has the ball within the pitching circle, otherwise the runner will be called out as a lead-off, however if the ball leaves the pitcher's hand/or circle, the base runner is able to steal, and the ball is still live.

8) When a ball is hit to any defensive player, the player must "make a play" to a base, and when that play attempt concludes, and the ball is in the control of an infielder in the fair area of the infield, then and only then can "time" be called. The "fair area of the infield" is defined as the fair area within the boundaries of home, first, second and third bases.

9) The Umpire is the only one who can call "time" to stop play. Players can only request a stoppage in play or do nothing with ball in hand to get the Umpire to call "time".

10) Once time has been called, it is up to the umpire to decide whether a base runner was more than half way to the next base, if not then the runner must return to the last base attained/occupied, unless a "force" dictates otherwise.

11) See General House League Rules as all General Rules also apply.

Appendices

Appendix 1 – League Thunder & Lightning Policy

Please remember, that the baseball season is a primetime for thunder storms, so be aware of lightning and remember the **30–30 Rule** for determining the threat of lightning in your area.

30 Seconds. If time is less than 30 seconds between seeing lightning and hearing thunder then lightning is still a potential threat. You should seek shelter immediately.

30 Minutes. After the last lightning flash, wait 30 minutes before leaving the shelter.

Half of all lightning deaths occur after the storm passes. Stay in a safe area until you are sure that the threat of lightning has passed.

Based on **Environment Canada**, Baseball Ontario has updated the 30/30 rule to accurately read as follows,: "If you can count 30 seconds or less between the lightning flash and hearing the thunder, immediately take shelter and stay there until 30 minutes after the last rumble of thunder."

Players, coaches, umpires, spectators, etc. should immediately seek shelter if the 30/30 rule is in place, preferably an all-metal automobile (not convertible top) or a building with running water and electricity. If caught outside far from a safe shelter, stay away from tall objects, such as trees, poles, wires and fences.
Take shelter in a low lying area.

Environment Canada states "it's not necessarily the direct lightning strike that will injure or kill a player. During a lightning storm the atmosphere becomes electrified. Lightning streamers from the ground are trying to connect up with the lightning strike making its way from the cloud to the ground. If these streamers form on a fence/lamp post or even a player, damage can occur to a player's nervous system and brain making them unfit to play. People can recover from this close encounter with lightning but some damage can last a lifetime."

While the 30/30 rules provides a timeline to protect oneself during a thunderstorm while participating in an outdoor activity, in 2011,**Environment Canada** adopted a much clearer statement. ***"When thunder roars, GO INDOORS"***

Appendix 2 – League Balk Rule

A balk is an attempt by the pitcher to deceive a base runner, or a move that was started by the pitcher and not completed. The purpose of the balk rule is to limit what the pitcher is allowed to do in an attempt to pick off a base runner. The rule specifies many specific actions, but it is a judgment of the Umpire as to whether one action was started and not completed or not.

Points to Remember

1) A balk can only occur when one or more runners are on base;
2) An illegal pitch becomes a balk with runners on base;
3) All base runners are advanced one base on a balk;

Enforcement

When the pitcher commits a balk without pitching the ball to the batter, the Umpire would yell balk when he feels the play is over and can not continue. Base runner(s) are awarded one base. When the pitcher commits a balk while pitching the ball to the batter, the Umpire yells balk but the play continues as if there was no balk. The balk is ignored if the batter reaches first base safely on a hit, a hit and error, a fourth ball, being hit by a pitch or whatever and further provided that all base runners advanced at least one base. A balk is also ignored if a runner advances one base but subsequently gets thrown out at a later base. If all runners, including the batter runner did not advance at least one base, then each runner would be awarded one base, unless, the offensive coach chooses to surrender an out (batter runner) for the benefit of advancing his runners (e.g. Bases loaded one out. A pitcher balks and pitches the ball to the batter. The batter grounds out to first base, but a run scores from third. The offensive coach can choose to take the run and sacrifice the out at first.).

Appendix 3 – Major League Baseball Balk Rule

From the Official Rules of Major League Baseball
Rule 8.05 (The Balk Rule)

If there is a runner, or runners, it is a balk when --
(a) The pitcher, while touching his plate, makes any motion naturally associated with his pitch and fails to make such delivery;
Rule 8.05(a) Comment: If a lefthanded or righthanded pitcher swings his free foot past the back edge of the pitcher's rubber, he is required to pitch to the batter except to throw to second base on a pick-off-play. (b) The pitcher, while touching his plate, feints a throw to first base and fails to complete the throw;
(c) The pitcher, while touching his plate, fails to step directly toward a base before throwing to that base;
Rule 8.05(c) Comment: Requires the pitcher, while touching his plate, to step directly toward a base before throwing to that base. If a pitcher turns or spins off of his free foot without actually stepping or if he turns his body and throws before stepping, it is a balk. A pitcher is to step directly toward a base before throwing to that base but does not require him to throw (except to first base only) because he steps. It is possible, with runners on first and third, for the pitcher to step toward third and not throw, merely to bluff the runner back to third; then seeing the runner on first start for second, turn and step toward and throw to first base. This is legal. However, if, with runners on first and third, the pitcher, while in contact with the rubber, steps toward third and then immediately and in practically the same motion wheels and throws to first base, it is obviously an attempt to deceive the runner at first base, and in such a move it is practically impossible to step directly toward first base before the throw to first base, and such a move shall be called a balk. Of course, if the pitcher steps off the rubber and then makes such a move, it is not a balk.
(d) The pitcher, while touching his plate, throws, or feints a throw to an unoccupied base, except for the purpose of making a play;
(e) The pitcher makes an illegal pitch;
Rule 8.05(e) Comment: A quick pitch is an illegal pitch. Umpires will judge a quick pitch as one delivered before the batter is reasonably set in the batter's box. With runners on base the penalty is a balk; with no runners on base, it is a ball. The quick pitch is dangerous and should not be permitted.
(f) The pitcher delivers the ball to the batter while he is not facing the batter;
(g) The pitcher makes any motion naturally associated with his pitch while he is not touching the pitcher's plate;
(h) The pitcher unnecessarily delays the game;
Rule 8.05(h) Comment: Rule 8.05(h) shall not apply when a warning is given pursuant to Rule 8.02(c) (which prohibits intentional delay of a game by throwing to fielders not in an attempt to put a runner out). If a pitcher is ejected pursuant to Rule 8.02(c) for continuing to delay the game, the penalty in Rule 8.05(h) shall also apply. Rule 8.04 (which sets a time limit for a pitcher to deliver the ball when the bases are unoccupied) applies only when there are no runners on base.

(i) The pitcher, without having the ball, stands on or astride the pitcher's plate or while off the plate, he feints a pitch;
(j) The pitcher, after coming to a legal pitching position, removes one hand from the ball other than in an actual pitch, or in throwing to a base;
(k) The pitcher, while touching his plate, accidentally or intentionally drops the ball;
(l) The pitcher, while giving an intentional base on balls, pitches when the catcher is not in the catcher's box;
(m)The pitcher delivers the pitch from Set Position without coming to a stop.
PENALTY: The ball is dead, and each runner shall advance one base without liability to be put out, unless the batter reaches first on a hit, an error, a base on balls, a hit batter, or otherwise, and all other runners advance at least one base, in which case the play proceeds without reference to the balk.
APPROVED RULING: In cases where a pitcher balks and throws wild, either to a base or to home plate, a runner or runners may advance beyond the base to which he is entitled at his own risk.
APPROVED RULING: A runner who misses the first base to which he is advancing and who is called out on appeal shall be considered as having advanced one base for the purpose of this rule. Rule 8.05 Comment: Umpires should bear in mind that the purpose of the balk rule is to prevent the pitcher from deliberately deceiving the base runner. If there is doubt in the umpire's mind, the intent of the pitcher should govern. However, certain specifics should be borne in mind:
(a) Straddling the pitcher's rubber without the ball is to be interpreted as intent to deceive and ruled a balk.
(b) With a runner on first base the pitcher may make a complete turn, without hesitating toward first, and throw to second. This is not to be interpreted as throwing to an unoccupied base.