



Baseball

House League Rules

Jr. & Sr. Rookie Ball Divisions



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- 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)
5 run maximum per inning

- 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.
 - No player may be on the bench twice unless all other players have been on the bench once, three times until all other players have been on the bench twice, etc.
 - Coaches are not allowed on the field when their team is fielding (defense)
 - 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



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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.

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- 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 any base, the runners or batter must remain at the base they have arrived at. They may not advance and the ball is deemed dead. The umpire does not have to call time.
SENIOR RULE:
1. On an "overthrow" to first base, time is called.
 2. On an "overthrow" 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.
 3. On an "overthrow" by an outfielder, the runners may continue at their peril until time is called.
 4. 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 or run to



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first base with the ball. They must throw the ball to first base.



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- 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.



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- 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.
- 23) **HOUSE LEAGUE EXTRA INNINGS IN PLAYOFFS ONLY.**
We will be using the International Baseball Rule. The Away team will start the inning with one out and the player that was the last out from the previous inning on second base. Same will apply for the home team.