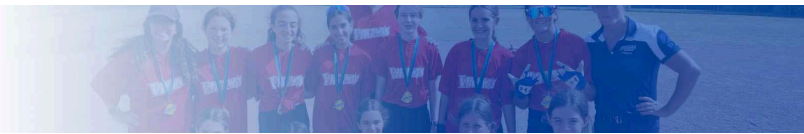


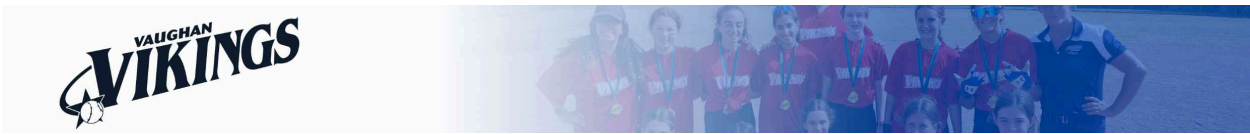


## Vaughan Vikings 2025 House League Rules



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Document History

Version	Date	Section Updated	Modified by	Reviewed by
2025.1	January 13, 2025		M. Kocher	M. Sheinfeld
2025.2	March 22, 2025		M. Kocher	M. Sheinfeld
2025.3	April 30, 2025		M. Kocher	M. Sheinfeld
2025.4	May 15, 2025	8U/9U	M. Kocher	M. Sheinfeld

Relevant Documents

- 1. Vaughan Vikings [Code of Conduct](#)
- 2. Vaughan Vikings Discipline Procedure and Appeals

## 1. General House League Rules – All Divisions

- 1.1. The City of Vaughan Baseball and Softball Association (CVBSA) is herein referred to as the “League”.
- 1.2. Disciplinary Committee: Each league (Baseball and Softball) has its own Disciplinary Committee for handling incidents involving players, coaches, and spectators.
- 1.3. League rules and Code of Conduct
  - 1.3.1. All players, coaches, and spectators must follow the League rules and Code of Conduct. Violations may result in disciplinary actions, including expulsion.
  - 1.3.2. Common sense, courtesy, and good sportsmanship are expected at all times. Coaches must explain the rules to players and parents and provide necessary information for games, practices, tournaments, and League events.
- 1.4. All Umpire decisions are final.
- 1.5. 24-hour rule: Players/parents/coaches and spectators must wait 24 hours before contacting a Convener or executive member for any grievance that does not involve the safety of any party. Under the contacts section of our website, a form is available to ask a question, make a comment, or file a grievance.
- 1.6. Field and dugout access
  - 1.6.1. Only players, one head coach, two assistant coaches, or parents filling in for coaches, and officials are allowed on the field or in the dugout, except for injury.
  - 1.6.2. Violation results in a one-game suspension for the offender (parent, spectator, etc.). The disciplinary committee may impose a harsher penalty after review.
  - 1.6.3. For 5-Pitch, Rally Cap, and 8U, 9U, one additional person may assist in the dugout. For Tee Ball, additional parent volunteers are allowed on the field.
- 1.7. Consequences for violations: In addition to the suspension or disciplinary action for a parent or spectator, the player they represent, and their coach may also face disciplinary measures.
- 1.8. Code of Conduct
  - 1.8.1. 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.
  - 1.8.2. Coaches must adhere to the Code of Conduct and support the principals of Fair Play. See <https://www.vaughanvikings.com/wp-content/uploads/sites/991/2018/05/Code-of-Conduct.pdf>.
  - 1.8.3. The head coach, or acting head coach, is responsible for the conduct of their assistants, players, players’ parent(s)/guardian(s), players’ siblings, players’ relatives, players’ friends, and all other fans of the team.
  - 1.8.4. **NEW RULE** There will be **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.

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*These actions will not be tolerated.*

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- 1.8.5. **NEW RULE** Walk-up music may not contain profane language or other explicit content or subject matter.
- 1.8.6. Code of conduct violations: Umpires can issue warnings, bench restrictions, or game ejections for Code of Conduct violations. Repeated violations by a team (including coaches, players, and spectators) may result in game forfeiture.
- 1.8.7. Disciplinary review: Violations are reviewed by the Disciplinary Committee. Ejected individuals get an automatic one-game suspension, with further disciplinary actions possible after review, including suspension or expulsion from the league.
  - 1.8.7.1. The League may review for disciplinary actions up to and including expulsion from the League for all second- or third-occurrence penalties.

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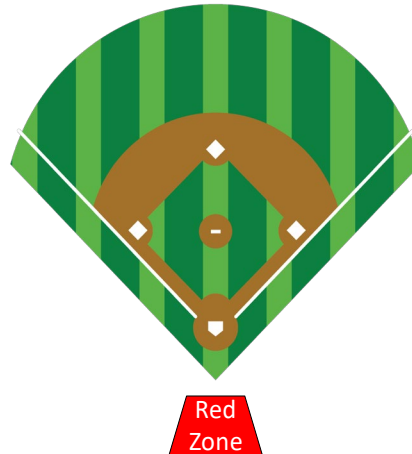
*Note: some violations may be deemed serious enough to warrant immediate expulsion, or even be dealt with legally.*

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- 1.8.8. Fighting
  - 1.8.8.1. Fighting is prohibited. Umpires will eject those involved and may choose to continue, forfeit, or end the game.
  - 1.8.8.2. Individuals involved in a fight are suspended until reviewed by the Disciplinary Committee, which will decide on further suspension or expulsion.
- 1.8.9. Property damage: Offenders must replace or pay for any damage, abuse, or theft of League or City of Vaughan property.
- 1.8.10. Substance use
  - 1.8.10.1. Illegal substances, alcohol, intoxication, smoking, vaping, and cannabis are prohibited during any game, practice, or event.
  - 1.8.10.2. If the person does not leave when asked, the Umpire may forfeit the game to the opposing team.
- 1.8.11. Red Zone rule



- 1.8.11.1. No one is allowed to view a game directly behind the backstop at any diamond to prevent conflicts with Umpires and improve players' field of view.
- 1.8.11.2. Umpires will issue a warning and may eject violators from the park.

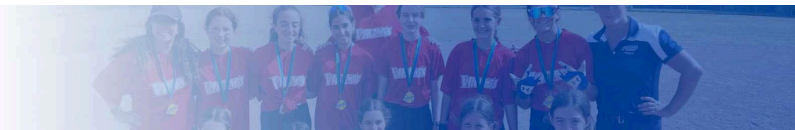


## 1.9. Weather

- 1.9.1. The cancellation notice will be posted on the league website ([www.vaughanvikings.com](http://www.vaughanvikings.com)) and will be electronically sent to all members. Once a game starts the Umpire can “call the game” (end the game) if any of the following occur:
  - 1.9.1.1. Steady rain that makes the game unsafe to continue.
  - 1.9.1.2. The sound of thunder (see our [Thunder Policy](#)).
  - 1.9.1.3. Dusk, when it is deemed too dark to safely continue.
- 1.9.2. **NEW RULE** For all divisions, if a game is called for weather, it is considered official if at least 2.5 innings have been played.
  - 1.9.2.1. Any game not considered official may be replayed at a later date as determined by the convener.

## 1.10. Field & Game Information

- 1.10.1. Fields are available for practice in the early slots starting at 6:00 PM. Teams must vacate the field by 8:15 PM.
- 1.10.2. Fields are available for practice in the late slots starting at 8:30 PM. Teams must vacate the field by 10:45 PM.
- 1.10.3. When there is a game in the late slot then:
  - 1.10.3.1. Teams with an early slot practice must vacate the field prior to 8:05 PM.
  - 1.10.3.2. Teams with an early slot game must vacate the field as soon as possible after their game ends without delay and absolutely no later than 8:35 PM.



1.10.3.3. Teams with a late slot game may take the field as soon after teams in the early slot have vacated.

1.10.4. Official times for all games are as per table below:

Division	Start Time	Curfew
Baseball	6:30 PM	8:10 PM
	8:30 PM	10:30 PM

Division	Start Time	Curfew
Softball (before July)	6:30 PM	8:10 PM
	8:30 PM	10:15 PM
Softball (as of July 1)	6:30 PM	8:10 PM
	8:30 PM	10:30 PM

1.10.4.1. **NEW RULE** For all divisions, a "LAST BATTER" rule has been introduced (previously No New Inning). The rule is activated once the curfew time has been met or is imminent (1 minute prior). The umpire will declare "last batter", who is then allowed to complete a full at bat.

1.10.4.2. Note: the clock starts ticking at the indicated start time above, not when first pitch is thrown.

## 1.11. Rosters

1.11.1. There is a 10-minute grace period after the official start time for any team to have the minimum number of players. If a team is not present or does not have enough players after this period, the game is forfeited to the opposing team, assuming they have the minimum number of players, with a recorded score as 6-0. The League recommends playing an exhibition game for the benefit of the children.

1.11.2. The team may call-up enough players to bring their roster to the maximum number of allowable players on the field.

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*Note: no call-up players are allowed for any playoff game*

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1.11.3. Call-up players may play any position except pitcher.

1.11.4. Call-up players must bat at the bottom of the order.

1.11.5. Players may not be called-up if their team is playing at the same time. The head coach must obtain Convener permission prior to using any call-up player in any game. The Convener 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.



- 1.11.6. All players and coaches should 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.

## 1.12. Home Team Responsibilities

- 1.12.1. 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.
- 1.12.2. The home team is responsible to set up the field and have it ready for play.
  - 1.12.2.1. Measure from the back point of home plate to the back corner of 1<sup>st</sup>/3<sup>rd</sup> base.
  - 1.12.2.2. Bases are to be positioned in fair territory, not straddling the line, except;
  - 1.12.2.3. In Rally Cap, T-ball, 8/9U: the safety bag at 1<sup>st</sup> should be placed so the line between the white and orange part of the bag is on the edge of the foul line closest to foul territory. The orange side of the bag should be entirely in foul territory.
- 1.12.3. Only balls provided by the League can be used during games. The home team oversees supplying the game balls, which must include a new ball and another ball in good condition. These balls must be given to the Umpire before the official start time of the game. If a ball is lost during the game, it must be replaced with another ball in good condition.
- 1.12.4. **Scorekeeping**
  - 1.12.4.1. 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.
  - 1.12.4.2. 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.

## 1.13. Coaches and Umpires

- 1.13.1. Only coaches or parents substituting for absent coaches, who have been recognized by the Umpire before the game starts, may approach the Umpire for rule clarification. Coaches may not dispute judgment calls, but they may request an appeal to be confirmed by another Umpire.
- 1.13.2. 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.





- 1.13.3. Except for Tee Ball, 5-Pitch and Rally Cap, coaches must move the game along without any undo delays to ensure as many innings are played as possible. At the discretion of the Umpire(s) a violation of this, will be considered a violation of the fair play and The Code of Conduct.
- 1.13.4. If the next inning catcher is on base with two outs, a substitute runner must be used to save time for the catcher to put on the equipment. The substitute runner must be the last batter out. The coach must have their substitute runner ready to make the switch without any delay in the game.
- 1.13.5. **NEW RULE** Umpires can penalise teams for delaying the game (e.g. by calling extra balls against the defensive team or extra strikes against the offensive team).
- 1.13.6. **NEW RULE** Coaches are REQUIRED 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.
- 1.13.7. Except for Tee Ball, 5-Pitch and Rally Cap, coaches must exchange a lineup sheet showing their players' field positions and batting order for all innings as per the division's official length of game. The fielding abbreviations used must be:

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

- 1.13.8. Nothing else will be accepted. The exchange of the lineup sheets MUST take place prior to the start of the game. Once the lineup sheet is exchanged, the only allowable changes are for injuries or late players.

## 1.14. Uniforms and Equipment

- 1.14.1. All players, while participating in any League game, must have, and properly wear (cap facing forward and shirts tucked in, etc.), the complete supplied CVBSA or CVSA uniform. If not suitably dressed, the player(s) will be removed from the game.
  - 1.14.1.1. No metal spikes allowed except in Senior Divisions.
  - 1.14.1.2. 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.
- 1.14.2. All coaches, while participating in any League game, must wear the supplied CVBSA or CVSA uniform, otherwise they will not be allowed to coach for that game. Parents substituting for a missing coach are exempted from this requirement. Neither coaches nor parents substituting for coaches can be in bare feet or wear sandals.
- 1.14.3. Offensive players must wear a helmet with chinstrap always secured while outside of the dugout (facemasks are optional for all divisions and chinstraps are optional for

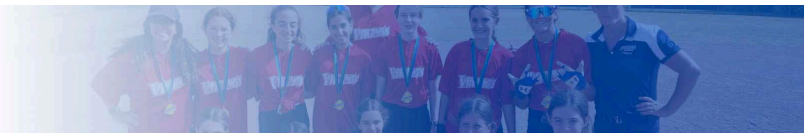


boys 14/15U, 16+ and Senior Divisions). Helmets with chin guards are exempt from the chinstrap rule.

- 1.14.4. All first base and third base coaches must wear a helmet for all 12/13U, boys 14/15U, 16+, and Senior Division games. Play is stopped until players and coaches abide by this rule. Delay of game penalties may apply.
- 1.14.5. Defensive pitchers in Tee Ball, 8U, 9U, and all of Softball, must always wear a helmet with the chinstrap secure (facemask is optional) or a fielder's mask while on the playing field. Play is stopped until players abide by this rule.
- 1.14.6. 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.
- 1.14.7. 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.
- 1.14.8. All equipment must be kept within the dugout and away from the field of play to avoid accidental injury to players during the game.
- 1.14.9. There is absolutely NO THROWING OF THE BAT allowed. One warning per team will be given and any further infractions will result in the automatic out. 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. The result of the play on the first warning stands.
- 1.15. When on defense, players must be 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 their players to the satisfaction of the Umpire.
- 1.16. All players will bat. Any late players must join the batting order at the bottom regardless of where their team is in the order.
- 1.17. Except for Tee Ball where the whole team bats per inning, the offensive team's turn at bat ends when three outs occur, or mercy rules apply as stated in the specific divisional rules section.
- 1.18. **NEW RULE** pitching restrictions have been established in specific divisions. For more information, please refer to the rules for your division.
- 1.19. A coach or member of the coaching staff is allowed to visit the pitcher on the mound once without the requirement for removal. However, on the second visit, the pitcher must be substituted. These visits must last no longer than one minute from the time the umpire calls time. Visits due to injury are not included in this rule. The Tee Ball, 8U, 9U, and 5-Pitch divisions are exempt from this rule.
- 1.20. If a pitcher pitches in any part of an inning, that will be considered one inning pitched.



- 1.21. Except for Tee Ball, 8U, 9U, and all of Softball, once the pitcher is removed from the pitcher position the player can no longer pitch in that game.
- 1.22. Substitutions for the pitcher are allowable provided that the line-up sheet is not impacted (player positions). Substitutions for the pitcher may be from any position except the catcher.
  - 1.22.1. In 16+ and Senior Divisions, the substituted player may come from either the field or the bench.
  - 1.22.2. All players substituted for the pitcher during the inning will receive no more than five warm-up pitches or one minute, whichever is less.
- 1.23. If a player, because of injury or illness suffered on the field, requires to temporarily leave the game, the player may be reinstated if they are able to do so, in their spot in the batting order.
- 1.24. If a player catches in any part of an inning, that will be considered one inning in the position.
- 1.25. If a batter is hit by the pitched ball and did not swing at it, the ball is dead, and the batter is awarded first base. The batter does not need to move or try to avoid being hit to be awarded first base.
  - 1.25.1. If the umpire rules that the pitch was in the strike zone or that the batter swung, the hit by pitch is nullified, a strike is called, and the ball is dead.
  - 1.25.2. 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.
- 1.26. Legal Pitches and Balks
  - 1.26.1. Baseball: the pitcher must pitch the ball “over-hand” or “side-hand” starting with one foot touching or on the pitching rubber.
  - 1.26.2. Softball: the pitcher must pitch the ball “under-hand” or “windmill” starting with one foot 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.
  - 1.26.3. For Baseball only, an explanation of the Baseball “Balk Rule” is provided in the appendix of this document.
- 1.27. **NEW RULE** 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.
- 1.28. During the offensive half of the inning, all players except for the batter and the “on-deck” batter and any baserunner(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 8U, 9U. In Tee Ball the dugout coach is required to work the tee stand. In 8U, 9U the dugout coach is required to work the pitching machine.

- 1.29. 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.
- 1.30. 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.
- 1.31. 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.
- 1.32. It is the duty of the coach to make sure that all equipment is gathered and accounted for after each game or practice. The coach must also ensure that the equipment is always in a safe condition for playing and replace any damaged or missing equipment before the next game or practice.
- 1.33. 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.
- 1.34. All House League players, coaches and teams shall play and abide by the current Baseball Ontario and Softball Ontario rules, with the exceptions as stated herein as "General House League Rules" and as noted as "Specific House League Rules" which follow.

#### 1.35. Playoffs and tournaments

- 1.35.1. Tournament seeding is random.
- 1.35.2. Playoffs (end of season) seeding will be based on the season standings.
- 1.35.3. Extra innings will use the Vaughan Vikings House League Extra Inning 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.
- 1.35.4. The format may be pool play, or double elimination as determined by the convener.
- 1.35.5. Double-elimination tournaments have one final game to determine the winner, even if a team has only lost once in the tournament.



## 2. House League Quick Reference Chart

	Rally Cap/Tee-Ball	Coach-Pitch	8U, 9U	10/11U	12/13U	14/15U	16+	5-Pitch	U11 Mites	U13 Squirts	U14, U15, U16+
	Baseball							Softball			
Balks called						✓	✓				
Bunting						✓	✓				
Distance between bases		50'	65'	65'	75'	90'	90'	45'	45'	55'	60'
Distance to pitching rubber		20-30'	44'	44'	50'	54'	60'6"	25'	35'	38'	U14/U15: 40' U16+: 43'
Infield fly rule in effect					✓	✓	✓				✓
Lead offs (anytime)						✓	✓				
Lead offs (after release)*					✓					✓	✓
Mandatory lineup rotation	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
Max. # of outfielders	RC: 3 TB: 6										
Max. innings per pitcher*				1	1	1	2		2	2	3
Orange safety bag @ 1B	✓	✓	✓								
Overthrow rules*	✓	✓	✓					✓	✓	✓	
Pitching machine speed (mph)			8U: 36 9U: 40								
Run on dropped 3 <sup>rd</sup> strike						✓	✓				✓
Stealing*				✓	✓	✓	✓		✓	✓	✓
Steal home						✓	✓				✓

\*For these rules, please refer to division-specific rules for more information.



### 3. House League Baseball Division Specific Rules

#### 3.1. Rally Cap Division

<b>Distance between bases</b>	50 ft.
<b>Distance to pitching rubber</b>	35 ft.
<b>Length of game</b>	Two (2) or Three (3) innings
<b>Mercy rule per inning</b>	No open innings
<b>Minimum # of players required to play any game</b>	5-8
<b>Allowable bats</b>	Any legal baseball bat. No softball bats are allowed.
<b>Official practice time (weeknights)</b>	6:30 - 8:00 PM
<b>Official game time (weeknights)</b>	6:30 - 8:00 PM
<b>Official game/practice time (weekends)</b>	10:00 - 11:30 AM

- 3.1.1. Any serious violation of the Code of Conduct will result in an in-person hearing. Please refer to the [Code of Conduct and Zero Tolerance policy](#) in the General House League rules.
- 3.1.2. UNDER NO CIRCUMSTANCES ARE ANY RULE CHANGES ALLOWED. COACHES MAY NOT AGREE TO ANY MODIFICATIONS BEFORE OR DURING A GAME AT ANY TIME.
- 3.1.3. The CVBSA considers Rally Cap 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.
- 3.1.4. Teams are made up of 5-8 players.
- 3.1.5. Games consist of 2 teams on the field at the same time: 1 batting, 1 on defence.
- 3.1.6. When 2 teams are at the field:
  - 3.1.6.1. Team 1 will play Team 2 in a game on the infield.
  - 3.1.6.2. Once both teams have had a chance to bat, Team 1 will go to the outfield and Team 2 will stay on the infield and both teams will run a drill.
  - 3.1.6.3. Once the drills are done, Team 1 will play Team 2 in a game on the infield.
- 3.1.7. When 3 teams are at the field:
  - 3.1.7.1. Team 1 will play Team 2 in a game on the infield. Team 3 will be in the outfield running a drill.
  - 3.1.7.2. Once both Team 1 and Team 2 have had a chance to bat, the teams will rotate. Team 1 will go to the outfield to run a drill; Team 2 will play Team 3 on the infield.



- 3.1.7.3. Once both Team 2 and Team 3 have had a chance to bat, the teams will rotate. Team 2 will go to the outfield to run a drill. Team 3 will play Team 1 on the infield.
- 3.1.8. Drills and how to run them will be provided to the Parent Helpers prior to the games and practices.
- 3.1.9. Defensive positions are as follows: Pitcher (must wear helmet), 1B, 2B, 3B, SS, CF (if 6 players), LF (if 7 players), RF (if 8 players).
- 3.1.10. Outfielders should be positioned just beyond the baseline.
- 3.1.11. A half inning finishes when all the players on the offensive team have had 1 turn at bat.
- 3.1.12. Defence is encouraged to "make the play" meaning catch a pop fly or throw a ground ball to 1st base.
- 3.1.13. No outs are recorded, and every batter reaches base safely.
- 3.1.14. Runners take only one base at a time (example: runner on 1st base advances only to 2nd base). Exception being when the last batter is up, all runners including the batter will round the bases and touch home plate.
- 3.1.15. Batters will use a tee at home plate where a Parent Helper from the offensive team will be stationed to help with hitting. Ball is placed on tee only when defence is ready.
- 3.1.16. A parent helper from the defensive team may be on the field with the defence helping to direct the players what to do.
- 3.1.17. Towards the end of the season, an evaluation day with different drills will be held where each player will be assessed in their skill level and receive a report that indicates how they did in each drill.





### 3.2. Tee-Ball Division

<b>Distance between bases</b>	50 ft.
<b>Distance to pitching rubber</b>	35 ft.
<b>Length of game</b>	Two (2) or Three (3) innings
<b>Mercy rule per inning</b>	No open innings
<b>Minimum # of players required to play any game</b>	7
<b>Allowable bats</b>	Any legal baseball bat. No softball bats are allowed.
<b>Official practice time (weeknights)</b>	6:30 - 8:00 PM
<b>Official game time (weeknights)</b>	6:30 - 8:00 PM
<b>Official game/practice time (weekends)</b>	10:00 - 11:30 AM

- 3.2.1. Any serious violation of the Code of Conduct will result in an in-person hearing. Please refer to the [Code of Conduct and Zero Tolerance policy](#) in the General House League rules.
- 3.2.2. UNDER NO CIRCUMSTANCES ARE ANY RULE CHANGES ALLOWED. COACHES MAY NOT AGREE TO ANY MODIFICATIONS BEFORE OR DURING A GAME AT ANY TIME.
- 3.2.3. The CVBSA 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.
- 3.2.4. The CVBSA 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.
- 3.2.5. In any game:
  - 3.2.5.1. No player may sit on the bench twice until every player has sat on the bench once.
  - 3.2.5.2. 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.
- 3.2.6. Each team will bat their entire line-up per inning.
- 3.2.7. 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.
- 3.2.8. Baserunners 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.





- 3.2.9. The use of the orange safety bag at first base is required.
- 3.2.10. 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 baserunners may advance. The batter will continue to bat the ball until the ball is put into play (crosses past the IN-PLAY FAIR LINE).
- 3.2.11. BACKSTOP 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 backstop. No defensive player is permitted within the BACKSTOP AREA while a batter is batting the ball.
- 3.2.12. Defensively, once the ball is put into play, only the pitcher may enter the BACKSTOP AREA. If a defensive player, other than the pitcher, crosses into the BACKSTOP 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.
- 3.2.13. 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 baserunners 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.
- 3.2.14. Coaches should encourage all their defensive players to "make a play".
  - 3.2.14.1. 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.
  - 3.2.14.2. 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.
- 3.2.15. Pitchers are not allowed to tag baserunners from home to first base. They must throw the ball to first base.
- 3.2.16. 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 baserunners are awarded the base they were running to whenever time is called.



### 3.2.17. Overthrows

3.2.17.1. An overthrow is when the ball is thrown past any baseman without touching the baseman.

3.2.17.2. JUNIOR RULE: On an overthrow to any base, time is called.

3.2.17.3. SENIOR RULE:

- a) 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 next play results in another overthrow, then time is called. If the ball goes out of play, time is called.
- b) 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.

### 3.2.18. Coaches in the outfield:

3.2.18.1. 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.

3.2.18.2. 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.

3.2.19. 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.

3.2.20. 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 halfway between the bases. All basemen should be off the base path up to a maximum of four feet.

3.2.21. Players must throw the ball to make a play and not roll it. If the ball is intentionally rolled, then all baserunners are awarded the base they were running to.

3.2.22. See General House League Rules as all General Rules also apply.



### 3.3. Coach-Pitch Division

<b>Distance between bases</b>	50 ft.
<b>Distance to pitching rubber</b>	20-30 ft.
<b>Length of game</b>	Three (3) or Four (4) innings
<b>Mercy rule per inning</b>	Seven (7) runs, no open innings
<b>Minimum # of players required to play any game</b>	7
<b>Allowable bats</b>	Any legal baseball bat, subject to Umpire approval. No softball bats are allowed.
<b>Official practice time (weeknights)</b>	6:00 - 7:15 PM 6:30 - 8:00 PM 7:15 - 8:15 PM
<b>Official game time (weeknights)</b>	6:30 - 8:00 PM
<b>Official game/practice time (weekends)</b>	10:00 - 11:30 AM

- 3.3.1. Any serious violation of the Code of Conduct will result in an in-person hearing. Please refer to the [Code of Conduct and Zero Tolerance policy](#) in the General House League rules.
- 3.3.2. UNDER NO CIRCUMSTANCES ARE ANY RULE CHANGES ALLOWED. COACHES MAY NOT AGREE TO ANY MODIFICATIONS BEFORE OR DURING A GAME AT ANY TIME.
- 3.3.3. The game is played until 3 outs or a seven (7) run mercy rule per inning.
- 3.3.4. Until July 1, if a player does not hit the ball, the batter may have a maximum of 2 swings at a ball on a tee.
- 3.3.5. The CVBSA does not supply Umpires to any of the Coach-Pitch games; therefore, The Coach who is “pitching” to his/her own players will act as the Umpire to call out or safe. Umpire(s) may be added for any tournament or playoff games, at the discretion of the convener.
- 3.3.6. In any game:
  - 3.3.6.1. No player may sit on the bench twice until every player has sat on the bench once.
  - 3.3.6.2. 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 Coach Pitch.
- 3.3.7. Baserunners cannot leave the base until the batter makes contact with the ball.
- 3.3.8. No stealing allowed.
- 3.3.9. The use of the orange safety bag at first base is required.



- 3.3.10. Coaches should encourage all their defensive players to “make a play”. When a ball is hit to any defensive infielder, one attempt to “make a play” must be made before time can be called.
- 3.3.11. Players must throw the ball to make a play and not roll it. If the ball is intentionally rolled, then all baserunners are awarded the base they were running to.
- 3.3.12. When an overthrow occurs at 1st base and the ball goes out of play (beyond the fence), time is called and the runners may advance 1 base.
- 3.3.13. Pitchers are not allowed to tag baserunners from home to first base. They must throw the ball to first base.
- 3.3.14. 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 baserunners are awarded the base they were running to whenever time is called.
- 3.3.15. 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.
- 3.3.16. The defensive team will consist of 10 players in total: one pitcher, one 1B, one 2B, one 3B, one SS, and five OF.
- 3.3.17. 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 halfway between the bases. All basemen should be off the base path up to a maximum of four feet.
- 3.3.18. See [General House League Rules](#) as all General Rules also apply.



### 3.4. 8U, 9U Division

<b>Distance between bases</b>	65 ft.
<b>Distance to pitching machine</b>	44 ft.
<b>Pitching machine speed</b>	8U: 36 mph 9U: 40 mph
<b>Length of game</b>	Four (4) innings
<b>Mercy rule per inning</b>	Five (5) runs
<b>Minimum # of players required to play any game</b>	7
<b>Allowable bats</b>	Any legal baseball bat, subject to Umpire approval. No softball bats are allowed.

- 3.4.1. Any serious violation of the Code of Conduct will result in an in-person hearing. Please refer to the [Code of Conduct and Zero Tolerance policy](#) in the General House League rules.
- 3.4.2. UNDER NO CIRCUMSTANCES ARE ANY RULE CHANGES ALLOWED. COACHES MAY NOT AGREE TO ANY MODIFICATIONS BEFORE OR DURING A GAME AT ANY TIME.
- 3.4.3. In any game:
  - 3.4.3.1. No player may sit on the bench twice until every player has sat on the bench once.
  - 3.4.3.2. Each player must play an outfield position once every 3 innings.
  - 3.4.3.3. No player can play the same position twice in any 3 consecutive innings.
- 3.4.4. Coaches are not allowed on the field when their team is fielding (defense).
- 3.4.5. Except for 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 the table above.
- 3.4.6. If both pitching machines are not working or unavailable, and with the approval of the Umpire, then Coaches will pitch. All the same rules apply as if the pitching machine was in use.
- 3.4.7. 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.
- 3.4.8. The coach placing balls into the pitching machine may only instruct the batters. He cannot instruct the baserunners. Once the ball is hit the coach should be silent. 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.

- 3.4.9. The use of the orange safety bag at first base is required for the 8U division. The 9U division shall use a single (white) base at first.
- 3.4.10. 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 at 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.
- 3.4.11. No bunting allowed. A bunt attempt will be considered a strike.
- 3.4.12. Baserunners 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.
- 3.4.13. When a ball is hit to any defensive player, the player must “attempt to make a play” (catch, throw or run) 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.
- 3.4.14. Once time has been called, it is up to the Umpire to decide whether a baserunner was more than halfway to the next base, if not then the runner must return to the last base attained/occupied, unless a “force” dictates otherwise.
- 3.4.15. 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”.
- 3.4.16. Overthrows
  - 3.4.16.1. An “overthrow” is when the ball is thrown past a base.
  - 3.4.16.2. 8U RULE: An overthrow from the IF to any base results in a dead ball.
  - 3.4.16.3. 9U RULE: An overthrow from the IF to 1B results in a dead ball.  
Overthrows from the IF to any other base result in each baserunner being awarded one base.
  - 3.4.16.4. 8U/9U: An overthrow from the OF is a live ball and play will continue providing the ball remains in play.
- 3.4.17. On an “overthrow” from any OF player, the baserunner may advance at their peril.
- 3.4.18. The defensive team will consist of one catcher, one pitcher, one 1B, one 2B, one 3B, one SS, and up to four OF: ten players in total.
- 3.4.19. Pitchers are not allowed to tag baserunners from home to first base or run to first base with the ball. They must throw the ball to first base.



- 3.4.20. 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.
- 3.4.21. The positioning of the other defensive players prior to the batter hitting the ball will be: the outfielders at least fifteen feet behind all IF players, the catcher behind home plate, 1B and 3B must be within ten feet of their base, SS and 2B may play anywhere between the bases but must be no closer than ten feet from any other teammate. All infielders should be off the base path up to a maximum of five feet.
- 3.4.22. If the ball hits the pitching machine or lands in the safety circle from:
- 3.4.22.1. Being hit by the batter, time is called, and the batter is awarded first base. All baserunners are awarded the base they were running to.
  - 3.4.22.2. Being thrown by the defensive team, time is called. All baserunners are awarded the base they were running to.
- 3.4.23. If a player hit by a pitch is “traumatized” but not injured and not willing to continue their turn at bat, allow the player to end their turn at bat (not awarded the base), and simply move on to the next batter in the line-up order with no “out” called. If they are unable to continue when their spot comes up in the batting order simply skip them in the batting order. No out will be called.
- 3.4.24. 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.
- 3.4.25. Players must throw the ball to make a play and not roll it. If the ball is intentionally rolled, then all baserunners are awarded the base they were running to.
- 3.4.26. See [General House League Rules](#) as all General Rules also apply.





### 3.5. 10/11U Division

<b>Distance between bases</b>	65 ft.
<b>Distance to pitching rubber</b>	44 ft.
<b>Length of game</b>	Five (5) innings
<b>Mercy Rule per inning</b>	Five (5) runs
<b>Width of home plate (per Ontario Baseball)</b>	20" wide
<b>Minimum # of players required to play any game</b>	7
<b>Allowable bats</b>	Any legal baseball bat, subject to Umpire approval. No softball bats are allowed.

- 3.5.1. Any serious violation of the Code of Conduct will result in an in-person hearing. Please refer to the [Code of Conduct and Zero Tolerance policy](#) in the General House League rules.
- 3.5.2. UNDER NO CIRCUMSTANCES ARE ANY RULE CHANGES ALLOWED. COACHES MAY NOT AGREE TO ANY MODIFICATIONS BEFORE OR DURING A GAME AT ANY TIME.
- 3.5.3. **NEW RULE** Umpires can penalise teams for delaying the game (e.g. by calling extra balls against the defensive team or extra strikes against the offensive team).
- 3.5.4. In any game:
  - 3.5.4.1. A player may pitch a maximum of one inning per game  
**During tournaments and playoffs, any player who pitches in a game cannot pitch in the team's following game. Violating this rule will result in a 1-game suspension for the head coach and game forfeiture.**
  - 3.5.4.2. Each player must play an outfield position once every 3 innings.
  - 3.5.4.3. No player may sit on the bench twice until every player has sat on the bench once.
  - 3.5.4.4. No player can play the same position twice in any 3 consecutive innings.
- 3.5.5. Coaches should keep in mind the spirit of the fair play rule, along with the actual interpretation of this rule. All players should be rotated in the batting order and field from game to game. If it follows the rule, but does not follow the spirit of the rule, be sure to accommodate the players in other means. Every player deserves their fair playing time and opportunity. This holds true in tournament and playoff games as well.
- 3.5.6. Unless for reason of injury, no substitutions are allowed for any position, other than the pitcher, during the inning.
- 3.5.7. Balks will not be called. Between innings the Umpire will explain briefly to pitcher and coach(es) only the obvious of what the pitcher was doing wrong.
- 3.5.8. A pitcher must be substituted after hitting any 3 batters during the game.





- 3.5.9. The infield fly rule is not in effect.
- 3.5.10. 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.
- 3.5.11. 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.
- 3.5.12. A batter may not advance past first base after receiving a base on balls until the next pitch is thrown.
- 3.5.13. A baserunner on third base can only come home from a batted ball, being forced (i.e., bases loaded walk), or an overthrow from a play after the ball has been hit. They cannot steal home or advance on a wild pitch or passed ball.
- 3.5.14. A runner may only steal second base, when it is unoccupied. No runner may steal third base at any time. No double steals are permitted.
- 3.5.15. The defensive team will consist of one catcher, one pitcher, one 1B, one 2B, one 3B, one SS, and up to four OF: ten players maximum.
- 3.5.16. The use of the orange safety bag at any base is not permitted.
- 3.5.17. See [General House League Rules](#) as all General Rules also apply.



### 3.6. 12/13U Division

Distance between bases	75 ft.
Distance to pitching rubber	50 ft.
Length of game	Five (5) innings
Mercy rule per inning	Five (5) runs
Minimum # of players required to play any game	7
Allowable bats	Any legal baseball bat, subject to Umpire approval. No wooden or softball bats allowed.

- 3.6.1. Any serious violation of the Code of Conduct will result in an in-person hearing. Please refer to the [Code of Conduct and Zero Tolerance policy](#) in the General House League rules.
- 3.6.2. UNDER NO CIRCUMSTANCES ARE ANY RULE CHANGES ALLOWED. COACHES MAY NOT AGREE TO ANY MODIFICATIONS BEFORE OR DURING A GAME AT ANY TIME.
- 3.6.3. **NEW RULE** Umpires can penalise teams for delaying the game (e.g. by calling extra balls against the defensive team or extra strikes against the offensive team).
- 3.6.4. In any game:
  - 3.6.4.1. No player may play the OF twice until all other players have played OF once, three times until all other players have played OF twice, etc.
  - 3.6.4.2. No player may sit on the bench twice until every player has sat on the bench once.
  - 3.6.4.3. A player may play the catcher position for a maximum of any three innings if it adheres to rotational rules for sitting on the bench.
  - 3.6.4.4. A player may pitch a maximum of one inning per game  
**During tournaments and playoffs, any player who pitches in a game cannot pitch in the team's following game. Violating this rule will result in a 1-game suspension for the head coach and game forfeiture.**
  - 3.6.4.5. Each player must play an infield position once every 3 innings.
  - 3.6.4.6. No player can play the same position twice in any 3 consecutive innings.
- 3.6.5. Coaches should keep in mind the spirit of the fair play rule, along with the actual interpretation of this rule. All players should be rotated in the batting order and field from game to game. If it follows the rule, but does not follow the spirit of the rule, be sure to accommodate the players in other means. Every player deserves their fair playing time and opportunity. This holds true in tournament and playoff games as well.
- 3.6.6. 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.



3.6.7. Stealing:

- 3.6.7.1. A runner may only steal second base, when it is unoccupied. No runner may steal third base at any time. No double steals are permitted.
- 3.6.7.2. A baserunner on third base can only come home from a batted ball, being forced (i.e., bases loaded walk), or an overthrow from a play after the ball has been hit. They cannot steal home or advance on a wild pitch or passed ball.

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

3.6.9. A pitcher must be substituted after hitting any 3 batters during the game.

3.6.10. A pitcher will be ejected from the game after intentionally throwing at a batter.

3.6.11. Baserunners cannot leave the base until the pitched ball leaves the pitcher's hand. One warning per team will be given and any further infractions will result in an automatic out to the runner.

3.6.12. The defensive team will consist of one catcher, one pitcher, one 1B, one 2B, one 3B, one SS, and up to four OF: ten players maximum.

3.6.13. The use of the orange safety bag at any base is not permitted.

3.6.14. Tournaments and playoffs

- 3.6.14.1. Tournament and playoff championship and final games will be 4 innings with a drop-dead time limit of 2.5 hours.

- 3.6.14.2. Any player who pitches in a game cannot pitch in the team's following game. Violating this rule will result in a 1-game suspension for the head coach and game forfeiture.

3.6.15. See [General House League Rules](#) as all General Rules also apply.



### 3.7. 14/15U Division

Distance between bases	90 ft.
Distance to pitching rubber	54 ft.
Length of game	Six (6) innings
Mercy rule per inning	Five (5) runs
Minimum # of players required to play any game	7
Allowable bats	Wooden, wood-composite

- 3.7.1. Any serious violation of the Code of Conduct will result in an in-person hearing. Please refer to the [Code of Conduct and Zero Tolerance policy](#) in the General House League rules.
- 3.7.2. UNDER NO CIRCUMSTANCES ARE ANY RULE CHANGES ALLOWED. COACHES MAY NOT AGREE TO ANY MODIFICATIONS BEFORE OR DURING A GAME AT ANY TIME.
- 3.7.3. **NEW RULE** Umpires can penalise teams for delaying the game (e.g. by calling extra balls against the defensive team or extra strikes against the offensive team).
- 3.7.4. In any game:
  - 3.7.4.1. No player may play the OF twice until all other players have played OF once, three times until all other players have played OF twice, etc.
  - 3.7.4.2. No player may sit on the bench twice until every player has sat on the bench once.
  - 3.7.4.3. A player may play the catcher position for a maximum of two innings if it adheres to the rotational rules for sitting on the bench.
  - 3.7.4.4. No player may play the same infield position three times in a game.
  - 3.7.4.5. A player may pitch a maximum of one inning per game
  - 3.7.4.6. Each player must play an infield position once every 3 innings.
  - 3.7.4.7. No player can play the same position twice in any 3 consecutive innings.
- 3.7.5. Defensive players cannot be substituted during an inning unless for reason of injury. Only a pitcher may be substituted.
- 3.7.6. A pitcher must be substituted after hitting any three batters in a game.
- 3.7.7. A pitcher will be ejected from the game after intentionally throwing at a batter.
- 3.7.8. The defensive team will consist of one catcher, one pitcher, one 1B, one 2B, one 3B, one SS, and up to three OF: nine players in total.
- 3.7.9. The balk rule will be called and enforced from the start of the season. The Umpire will issue one warning per pitcher and explain the ruling or infraction of the balk to the pitcher and coach(es).



- 3.7.10. The use of the orange safety bag at any base is not permitted.
- 3.7.11. Tournament and playoff championship and final games will be 5 innings with a drop-dead time limit of 2.5 hours.
- 3.7.12. See [General House League Rules](#) as all General Rules also apply.



### 3.8. 16-18U and 19+ Divisions

Distance between bases	90 ft.
Distance to pitching rubber	60.5 ft.
Length of game	Seven (7) innings
Mercy rule per inning	Five (5) runs
Minimum # of players required to play any game	6
Allowable bats	Wooden, wood-composite

- 3.8.1. Any serious violation of the Code of Conduct will result in an in-person hearing. Please refer to the [Code of Conduct and Zero Tolerance policy](#) in the General House League rules.
- 3.8.2. UNDER NO CIRCUMSTANCES ARE ANY RULE CHANGES ALLOWED. COACHES MAY NOT AGREE TO ANY MODIFICATIONS BEFORE OR DURING A GAME AT ANY TIME.
- 3.8.3. **NEW RULE** Umpires can penalise teams for delaying the game (e.g. by calling extra balls against the defensive team or extra strikes against the offensive team).
- 3.8.4. Catchers cannot be substituted unless for reason of injury.
- 3.8.5. The balk rule will be called and enforced from the start of the season. The Umpire will issue one warning per pitcher and explain the ruling or infraction of the balk to the pitcher and coach(es).
- 3.8.6. No player may sit on the bench twice until every player has sat on the bench once.
- 3.8.7. **16-18U:** A pitcher may pitch a maximum of two consecutive innings per game. 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.
- 3.8.8. **25U:** A pitcher may pitch a maximum of three consecutive innings per game.
- 3.8.9. A pitcher must be substituted after hitting any 3 batters during the game.
- 3.8.10. A pitcher will be ejected from the game after intentionally throwing at a batter.
- 3.8.11. The defensive team will consist of one catcher, one pitcher, one 1B, one 2B, one 3B, one SS, and up to three OF: nine players in total.
- 3.8.12. **16-18U, 19+:** Tournament and playoff championship and final games will be 5 innings with a drop-dead time limit of 2.5 hours.
- 3.8.13. **25U:** Tournament and playoff championship and final games will be 7 innings with a drop-dead time limit of 2.5 hours.
- 3.8.14. In Senior Divisions only, all roster players will bat.
- 3.8.15. See [General House League Rules](#) as all General Rules also apply.



## 4. House League Softball Division Specific Rules

### 4.1. 5-Pitch Division

<b>Distance between bases</b>	45 ft.
<b>Distance to pitching rubber</b>	25 ft.
<b>Length of game</b>	Four (4) innings, no open innings
<b>Mercy rule per inning</b>	Five (5) runs
<b>Minimum # of players required to play any game</b>	5
<b>Allowable bats</b>	Any legal softball bat subject to Umpire approval. No baseball bats are allowed.

- 4.1.1. Any serious violation of the Code of Conduct will result in an in-person hearing. Please refer to the [Code of Conduct and Zero Tolerance policy](#) in the General House League rules.
- 4.1.2. UNDER NO CIRCUMSTANCES ARE ANY RULE CHANGES ALLOWED. COACHES MAY NOT AGREE TO ANY MODIFICATIONS BEFORE OR DURING A GAME AT ANY TIME.
- 4.1.3. In any game:
  - 4.1.3.1. No player may play the outfield twice unless all other players have played the outfield once.
  - 4.1.3.2. No player may sit on the bench twice until every player has sat on the bench once.
  - 4.1.3.3. Each player must play an infield position and an outfield position for at least one full inning.
  - 4.1.3.4. All players must be rotated between infield and outfield positions and must be allowed to experience all positions on the field.
- 4.1.4. Each team will pitch to their own team to generate as many hits as possible, to develop hitting, and to develop fielding skills by the defense.
- 4.1.5. 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.
- 4.1.6. Baserunners 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.
- 4.1.7. 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.

- 4.1.8. 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.
- 4.1.9. On an “overthrow” to any base, the play is dead, and time is called.
- 4.1.10. 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”.
- 4.1.11. Once time has been called, it is up to the Umpire to decide whether a baserunner was more than halfway to the next base, if not then the runner must return to the last base attained/occupied, unless a “force” dictates otherwise.
- 4.1.12. The defensive team will consist of one catcher, one pitcher, one 1B, one 2B, one 3B, one SS, and up to four OF: ten players in total.
- 4.1.13. See [General House League Rules](#) as all General Rules also apply.





## 4.2. U11: Mites Division

<b>Distance between bases</b>	45 ft.
<b>Distance to pitching rubber</b>	35 ft.
<b>Length of game</b>	Five (5) innings
<b>Mercy rule per inning</b>	Innings 1-4: five (5) runs Inning 5: seven (7) runs
<b>Minimum # of players required to play any game</b>	6
<b>Allowable bats</b>	Any fastpitch bat is allowed. No Slo-Pitch bats are allowed.

- 4.2.1. Any serious violation of the Code of Conduct will result in an in-person hearing. Please refer to the [Code of Conduct and Zero Tolerance policy](#) in the General House League rules.
- 4.2.2. UNDER NO CIRCUMSTANCES ARE ANY RULE CHANGES ALLOWED. COACHES MAY NOT AGREE TO ANY MODIFICATIONS BEFORE OR DURING A GAME AT ANY TIME.
- 4.2.3. In any game:
  - 4.2.3.1. Each player must play an outfield position once every 3 innings.
  - 4.2.3.2. No player may sit on the bench twice until every player has sat on the bench once.
  - 4.2.3.3. No player can play the same position twice in any 3 consecutive innings.
- 4.2.4. Baserunners can “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.
- 4.2.5. A baserunner on third base can only come home from a batted ball or being forced (i.e., bases loaded walk). They cannot steal home or advance on a wild pitch or passed ball.
- 4.2.6. Each pitcher may pitch a maximum of two (2) non-consecutive innings per game.
- 4.2.7. A pitcher may pitch a maximum of five (5) batters 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.
- 4.2.8. 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.
- 4.2.9. 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.

- 4.2.10. On an “overthrow” to first base, time is called. On an “overthrow” to second base, the runners may advance at their peril for one base. On an “overthrow” to third base, time is called.
- 4.2.11. 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”.
- 4.2.12. Once time has been called, it is up to the Umpire to decide whether a baserunner was more than halfway to the next base, if not then the runner must return to the last base attained/occupied, unless a “force” dictates otherwise.
- 4.2.13. The defensive team will consist of ten players in total: one catcher, one pitcher, one 1B, one 2B, one 3B, one SS, and up to four OF.
- 4.2.14. See [General House League Rules](#) as all General Rules also apply.



### 4.3. U13: Squirts Division

<b>Distance between bases</b>	55 ft.
<b>Distance to pitching rubber</b>	38 ft.
<b>Length of game</b>	Five (5) innings
<b>Mercy rule per inning</b>	Innings 1-4: five (5) runs Inning 5: seven (7) runs
<b>Minimum # of players required to play any game</b>	6
<b>Allowable bats</b>	Any fastpitch bat is allowed. No Slo-Pitch bats are allowed.

- 4.3.1. Any serious violation of the Code of Conduct will result in an in-person hearing. Please refer to the [Code of Conduct and Zero Tolerance policy](#) in the General House League rules.
- 4.3.2. UNDER NO CIRCUMSTANCES ARE ANY RULE CHANGES ALLOWED. COACHES MAY NOT AGREE TO ANY MODIFICATIONS BEFORE OR DURING A GAME AT ANY TIME.
- 4.3.3. In any game:
  - 4.3.3.1. Each player must play an infield position once every 3 innings.
  - 4.3.3.2. No player may sit on the bench twice until every player has sat on the bench once.
  - 4.3.3.3. No player can play the same position twice in any 3 consecutive innings.
- 4.3.4. A pitcher may pitch a maximum of two (2) innings in one game. The innings do not have to be consecutive.
- 4.3.5. A pitcher may pitch to maximum seven (7) batters 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 effect through the third full week of June only.
- 4.3.6. 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.
  - 4.3.6.1. 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.
- 4.3.7. There are no “leadoffs”, baserunners 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 baserunner is able to steal, and the ball is still live.

- 4.3.8. A baserunner on third base can only come home from a batted ball or being forced (i.e., bases loaded walk). They cannot steal home or advance on a wild pitch or passed ball.
- 4.3.9. On an "overthrow" to first base, time is called. On an "overthrow" to second base, runners may advance at their peril.
- 4.3.10. 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.
- 4.3.11. 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.
- 4.3.12. 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".
- 4.3.13. Once time has been called, it is up to the Umpire to decide whether a baserunner was more than halfway to the next base, if not then the runner must return to the last base attained/occupied, unless a "force" dictates otherwise.
- 4.3.14. The defensive team will consist of ten players in total: one catcher, one pitcher, one 1B, one 2B, one 3B, one SS, and up to four OF.
- 4.3.15. See [General House League Rules](#) as all General Rules also apply.



#### 4.4. U14, U15 & U16+

<b>Distance between bases</b>	60 ft.
<b>Distance to pitching rubber</b>	U14/U15: 40 ft. U16+: 43 ft.
<b>Length of game</b>	Seven (7) innings
<b>Mercy rule per inning</b>	Innings 1-4: five (5) runs Inning 5+: seven (7) runs
<b>Minimum # of players required to play any game</b>	6
<b>Allowable bats</b>	Any fastpitch bat is allowed. No Slo-Pitch bats are allowed.

- 4.4.1. Any serious violation of the Code of Conduct will result in an in-person hearing. Please refer to the [Code of Conduct and Zero Tolerance policy](#) in the General House League rules.
- 4.4.2. UNDER NO CIRCUMSTANCES ARE ANY RULE CHANGES ALLOWED. COACHES MAY NOT AGREE TO ANY MODIFICATIONS BEFORE OR DURING A GAME AT ANY TIME.
- 4.4.3. In any game:
  - 4.4.3.1. Each player must play an infield position once every 3 innings.
  - 4.4.3.2. No player may sit on the bench twice until every player has sat on the bench once.
  - 4.4.3.3. No player can play the same position twice in any 3 consecutive innings.
- 4.4.4. A pitcher may pitch a total of 3 innings per game; but only two of them may be consecutive.
- 4.4.5. A pitcher must face a minimum of 3 batters before replacement is allowed.
- 4.4.6. Intentional walks are not allowed.
- 4.4.7. 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.
  - 4.4.7.1. 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.
- 4.4.8. If 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.

- 4.4.9. 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.
- 4.4.10. There are no "lead-offs", baserunners 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 baserunner is able to steal, and the ball is still live.
  - 4.4.10.1. Baserunners are allowed to steal any base, including home, if the catcher misses a pitched ball.
- 4.4.11. Dropped 3<sup>rd</sup> strike rule in effect: a batter becomes a baserunner when the third strike called by the umpire is not caught, providing (1) first base is unoccupied, or (2) first base is occupied with two out
- 4.4.12. 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.
- 4.4.13. Overthrows: the ball is live unless the ball goes out of bounds or in the dugout. When this occurs, baserunner(s) advance one base.
- 4.4.14. 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".
- 4.4.15. Once time has been called, it is up to the Umpire to decide whether a baserunner was more than halfway to the next base, if not then the runner must return to the last base attained/occupied, unless a "force" dictates otherwise.
- 4.4.16. The infield fly rule is in effect.
- 4.4.17. The defensive team will consist of:
  - 4.4.17.1. U14/U15: one catcher, one pitcher, one 1B, one 2B, one 3B, one SS, and up to four OF: **ten** players in total.
  - 4.4.17.2. U16+: one catcher, one pitcher, one 1B, one 2B, one 3B, one SS, and up to three OF: **nine** players in total.
- 4.4.18. See [General House League Rules](#) as all General Rules also apply.



## 5. Appendix

### 5.1. League Thunder & Lightning Policy

Please remember, that the baseball season is a primetime for thunderstorms, 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 provide 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”

### 5.2. Balk Rule

A balk is an attempt by the pitcher to deceive a baserunner, 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 baserunner. 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

- A balk can only occur when one or more runners are on base.
- An illegal pitch becomes a balk with runners on base; 3) All baserunners 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 they feel the play is over and cannot continue. Baserunner(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, etc. and further provided that all baserunners 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 the 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.).

### 5.3. MLB Balk Rule

From the Official Rules of Major League Baseball

#### Rule 8.05 (The Balk Rule)

- a) If there is a runner, or runners, it is a balk when --
- b) The pitcher, while touching the plate, makes any motion naturally associated with the pitch and fails to make such delivery.

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*Rule 8.05(a) Comment: If a lefthanded or righthanded pitcher swings their free foot past the back edge of the pitcher’s rubber, they are required to pitch to the batter except to throw to second base on a pick-off-play. (b) The pitcher, while touching the plate, feints a throw to first base and fails to complete the throw.*

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- c) The pitcher, while touching the plate, fails to step directly toward a base before throwing to that base.

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*Rule 8.05(c) Comment: Requires the pitcher, while touching the plate, to step directly toward a base before throwing to that base. If a pitcher turns or spins off of their free foot without actually stepping or if they turn their 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 them to throw (except to first base only) because they step. 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*

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*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.*

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- d) The pitcher, while touching the 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.*

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- f) The pitcher delivers the ball to the batter while they are not facing the batter.
  - g) The pitcher makes any motion naturally associated with their pitch while they are 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.*

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- i) The pitcher, without having the ball, stands on or astride the pitcher's plate or while off the plate, feints a pitch
  - I. 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
  - II. The pitcher, while touching the plate, accidentally or intentionally drops the ball;
    - (I) The pitcher, while giving an intentional base on balls, pitches when the catcher is not in the catcher's box
- j) The pitcher delivers the pitch from Set Position without coming to a stop.
  - I. 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.

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*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 they are entitled at their own risk.*

*APPROVED RULING: A runner who misses the first base to which they are 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 baserunner. If there is doubt in the Umpire's mind, the intent of the pitcher should govern. However, certain specifics should be borne in mind:*

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- k) Straddling the pitcher's rubber without the ball is to be interpreted as intent to deceive and ruled a balk.
- l) 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