



Vaughan Vikings 2025 House League Rules



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 rd strike | | | | | | ✓ | ✓ | | | | ✓ |
| Stealing* | | | | ✓ | ✓ | ✓ | ✓ | | ✓ | ✓ | ✓ |
| Steal home | | | | | | ✓ | ✓ | | | | ✓ |

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



3.4. 8U, 9U Division

| | |
|---|---|
| Distance between bases | 65 ft. |
| Distance to pitching machine | 44 ft. |
| Pitching machine speed | 8U: 36 mph 9U: 40 mph |
| Length of game | Four (4) 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 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.
- 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.