



## 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 <sup>rd</sup> strike						✓	✓				✓
Stealing*				✓	✓	✓	✓		✓	✓	✓
Steal home						✓	✓				✓

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



### 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.