

Boys PeeWee House League Rules 2005 at Bloordale

General Principles

Our goal at Bloordale is to provide children with an opportunity to enjoy the game of baseball and at the same time to develop their social and interpersonal skills.

For us as parents who volunteer to coach, it should be our goal to be fair to all children and to promote respect for all players, other coaches, umpires and other parents. We should forever be good role models by promoting sportsmanship and fair play at all times.

RULES

Though the general rules as set out by the OBA apply to house league baseball, there are some exceptions designed and adapted for the Bloordale PeeWee Baseball Division which need to be noted by all the coaches and umpires.

1. NUMBER OF PLAYERS, BATTING ORDER and FIELD POSITIONS

1.01. A team must have at least 7 players to start a game. The game may be continued by a team having fewer than 7 players but no less than 6 players, due to illness or injury sustained by a player(s) during the course of the game.

1.02. If a team has less than 7 players at the regular time for starting the game, there shall be a 15 minute delay. If the team is still short of the required 7 players after the expiry of the 15 minutes, that team shall forfeit the game. Thereafter, the coach of the other team can elect to place any extra players he or she may have on the other team and play an exhibition game.

1.03. If 15 minutes have expired after the regular starting time for the game and both teams have less than 7 players to start the game, both teams shall forfeit the game or in the discretion of the convener the game can be rescheduled to be played later. The teams may nonetheless play an exhibition game with the players present. The umpires however must be paid as if a regular game had been played.

1.04. All team players shall be listed on the score card for purposes of establishing a batting order.

1.05. All players on the batting list must bat in sequential order. No pitch hitting is permitted.

1.06. The lineup can not be altered during the course of the game, with the exception of late arriving players.

1.07. Any player who arrives late for the game but before completion of the second inning can be

added to the lineup by placing his or her name to the end of that team's list. No player shall be added to the list after two innings have been completed. During regular season play, this rule may be waived by the opposing coach in the spirit of inclusion of all boys eager to play.

1.08. A batter who puts the ball into play while batting out of order is automatically out and all runners must return to the base that they occupied before the batter went to the plate, provided the opposing coach protests the matter to the umpire before the first pitch is thrown to the next batter.

If it is discovered, while the batter is still at the plate, that the batter is batting out of order, the correct batter will be allowed to hit, but he or she must take the count as accumulated by the incorrect batter.

1.09. No player on the field can be positioned in foul territory except for the catcher who shall be placed behind home plate.

1.10. Players in the field may not be substituted for with players from the bench during the course of an inning, except in the case of injury or illness to a fielding player. The injured player once removed from the field can not be returned to the fielding position for the balance of that inning. The replacement player shall occupy only the position vacated by the injured player.

1.11. Players are assigned their fielding positions for the entire inning and can not be moved from one fielding position to the other during the course of an inning. This does not prohibit the shifting of players in the field for purposes of defensive strategy.

2. PITCHING

2.01. Any player on the team is entitled to pitch and during the course of the season all players should have pitched in a game.

2.02. No player can pitch more than 2 innings in a game.

2.03.

2.04. If a pitcher delivers at least one pitch in an inning, he or she will be deemed to have pitched that inning.

2.05. No player shall pitch more than 5 innings in one week.

2.06. A pitcher who is removed from the mound in one inning can not return to pitch again in the same inning.

3. HITTING

- 3.01. Players on the team shall bat in the order as recorded on the score card.
- 3.02. For each successive inning the batting order starts with the player whose name follows the last batter from the preceding inning.
- 3.03. If the ball hits the batter's hands when the batter is swinging at a pitch and goes into fair territory it is a fair ball and the batter must run towards first base.
- 3.04. If the ball is hit and it strikes the umpire who is in fair territory, it is a fair ball and must be played by the fielding team.
- 3.05. If the ball is hit and it strikes the umpire who is in fair territory, but the ball continues and goes into foul territory and out of play, the umpire shall award the hitter first base and each base runner shall advance one base.
- 3.06. If the ball is hit and it strikes a baserunner who is on the base when struck by the ball and the ball remains in fair territory, the ball is in play and must be fielded by the opposing team. All runners can advance until the play is brought to a stop by the fielding team.
- 3.07. If the ball is hit and strikes a base runner who is on base when struck by the ball, and the ball goes into foul territory and out of play, the ball is dead and the hitter gets first base while the other baserunners advance one base.
- 3.08. If the ball is hit and strikes a base runner who is not on base, the base runner is out and the hitter gets first base. However, the base runner is not out, if the hit ball passes by or touches a fielding player before striking the base runner. In this case the ball remains in play and all the runners advance on the bases until the fielding team brings the play to a stop.
- 3.09. If the ball is hit and the base runner runs into the fielding player who in the opinion of the umpire had a chance to make a play on the ball, the base runner is out and the ball is dead. The hitter gets first base and the other base runners either go back to the same base or move up one base to allow the hitter to take first base. No baserunner is allowed to score.
- 3.10. If the ball is hit and the base runner stops in front of the fielding player and in the opinion of the umpire is intentionally screening the fielder, the umpire shall call the base runner out and the play dead. The hitter gets first base and the other base runners go back to the same base or advance one base to allow the hitter to take first base. No base runner is allowed to score.
- 3.11. There will be a five rule mercy rule for each inning per team, other than in the 6th inning or any earlier inning as declared by the umpire as being the last inning.

4. BASE RUNNING

- 4.01. The bases must be touched in their correct order, namely, first to second to third to home. Any

base runner who runs the bases in reverse order is out.

4.02. A base runner can overrun first base and home plate. A base runner who overruns second or third base can be tagged out.

4.03. If a base runner misses a base and proceeds to run to the next base, the base runner must return to the base while the ball is still in play otherwise the base runner is out, provided the opposing coach protests the matter to the umpire before the next pitch is thrown to the batter.

4.04. If the base runner misses one base but touches the next base, the base runner can only return to the missed base while the ball is in play by touching any bases inbetween in the reverse order, otherwise the base runner is out, provided the opposing coach protests the matter to the umpire before the next pitch is thrown to the batter.

4.05. If a base runner passes another base runner while running the bases, he or she is automatically out for illegally passing in front of the other base runner.

4.06. No base runner can return to touch a missed base if the following base runner has scored. The base runner who missed the base is out and his or her run does not count.

4.07. All base runners are permitted to leadoff. Stealing bases is permitted.

4.08. A base runner can steal home on any passed ball, but not on the throw by the catcher back to the pitcher when the catcher is in the vicinity of home plate.

4.09. A base runner must tag up on a caught fly ball before advancing to the next base. In other words, the base runner must retouch the base after a fly ball is caught if he or she left the base initially when the ball was hit.

4.10. All base runners can continue to run if the ball, after being hit into fair territory, is overthrown by the fielding team around or within fair territory.

4.11. A base runner is out if he or she runs more than 3 feet (one metre) off the baseline in order to avoid a tag. However, the base runner is not out if the base runner runs 3 feet (one metre) off the baseline only in order to avoid interfering with a fielder's attempt at playing a ball.

4.12. On a "force out", the base runner is out if the fielder while in possession of the ball touches the bag before that base runner arrives at the base to which the base runner is forced to run. There is no need to touch the base runner on a "force out" and even if the fielder drops the ball after touching the base, an out is still recorded.

4.13 It is the responsibility of the base runner to avoid contact when there is a close play at any base including home plate. The runner must slide to avoid contact. If contact is made and the runner does slide he or she will be called out by the umpire. The base runner may be ejected if the contact is severe or deliberate

5. FIELDING

5.01. No fielder shall interfere with a base runner. If interference is called by the umpire, the umpire shall estimate how far the base runner would have been able to run but for the interference and place the runner at that base. All other base runners advance accordingly.

5.02. A live ball thrown from the infield or outfield into the team bench or dugout shall be deemed to be thrown out of play. All base runners get the base to which they were running **plus one more. (In short, they get two bases on the wild throw).**

5.03. No player can play at the same infield position more than twice in the game. The only exception is when it is necessary to substitute for an injured catcher, in which case the coach can put in a player to catch the rest of the inning although he or she has already completed two innings at catcher during the course of the game.

6. THE GAME

6.01. All games will be 6 innings in duration, unless called due to darkness or foul weather in which case the game will be considered completed if a minimum of four innings have been played (i.e., if the home team is winning after 3 ½ innings and the game is called, it is a complete game). If the game is called in the middle of an inning, the score will be recorded as of the last completed inning. All games that are definitely postponed before four innings have been completed will be rescheduled and played as a new game. Umpires however must be paid for the game, albeit incomplete.

6.02. The time duration of a game is approximately 2 hours. No new inning shall be commenced after 1 hour and 45 minutes from the start of the game. Time will be calculated and will start to run only after the first pitch has been thrown to the first batter. No extra innings can be played to break a tie, the game shall be recorded as tied.

6.03. If the home team is winning going into the bottom half of the last inning it will waive its right to bat.

6.04. If foul weather or field conditions appear to threaten the scheduled game with cancellation well prior to the game starting time, it is the responsibility of the Home team coach to decide if the game should be postponed. The decision, whenever possible, should be made at least one hour before game time and in consultation with the visiting team coach. Once the decision has been made to postpone the game, the home team coach is required to contact the visiting team coach and to contact the umpires. If the game is postponed before the first pitch has been thrown to start the game, the umpires are not to be paid for the game.

6.05. It is the responsibility of the home team coach to contact the convener for rescheduling of any

postponed game(s). The convener will provide a new date and location. It will thereafter be the responsibility of the home team coach to advise the visiting team's coach. The convenor will arrange for umpires

6.06. If only one umpire presides at the start of the game, a responsible parent from one of the teams can act as the second umpire. If no umpire attends to conduct the game, the coaches have the option of using two parents as umpires for the game or postponing the game and arranging for rescheduling of the game.

6.07. If only one umpire presides over the game, he or she receives the double the umpire fee. .

6.08. Official scorer for the game shall be agreed upon by the coaches, and in the event they cannot agree, it shall be the choice of the home team coach that prevails. The line up on the official score sheet must be completed by both coaches and signed. The official score sheet must be retained by the home team coach until the end of the season (i.e., for reasons of resolving any dispute over scores and for purposes of insurance coverage, if the need should subsequently arise.)

6.09. If the catcher gets on base with two outs or is on base when two outs have already been recorded, he or she can be substituted for by a pinch runner who must be the player who got out immediately before the catcher came up to hit in that inning.

6.10. All players must wear baseball pants during all games . No shorts are allowed. Plastic cleats or rubber cleats are permissible. All players should wear a protective cup (Jock(M) or Jill(F)).

6.11. All players who bat or who are runners on the bases must wear a helmet with a retaining chin strap. If a player intentionally discards his helmet while running the bases, the umpire may call him out. A warning should be given by the umpire to the player and team the first time any violation of this rule occurs. Thereafter the rule should be enforced. When an out is called on violation of the helmet rule, all other runners are allowed to stay on the base to which they have advanced, as if the penalized runner had not even been on the bases.

6.12. Players are encouraged to wear their complete uniform at all games.

6.14 The home team coach is to ensure that all equipment is properly put away at the end of the game and that all boxes and control panels are properly locked before leaving the ball park.

6.15. The winning coach is to report the results to the convener. The umpires are to be paid by the home team coach immediately after the game

6.16 Each inning will have a 5 run mercy limit except for the last inning. Umpires and Coaches should confer about when last inning should be declared after 1 1/2 hours have elapsed. Once last inning has been declared it cannot be changed

