

WEXFORD-AGINCOURT BASEBALL HOUSE LEAGUE RULES
U11 and U13

GENERAL BASEBALL RULES WILL APPLY, EXCEPT AS NOTED HEREIN

FUN

The most important rule is to have fun while learning new skills, meeting new people and enjoying baseball.

REGULATIONS

All Wexford-Agincourt regulations pertaining to membership, territorial rights, registration, player signing, fees, insurance, classification, playoffs and tournaments shall apply. Readers are reminded that the House League exists to encourage participation and enjoyment of the game *by the players, not the parents*.

GAME TIME AND CURFEWS

Game times are described in the chart below.

<i>Weekday Games</i>	<i>Start Time</i>	<i>No new inning to start after</i>	<i>Curfew Time</i>
All Games	As scheduled	1 hour 45 minutes after scheduled start time	2 hours after scheduled start time

The visiting team will have the field until 15 minutes before game start time for warm-ups and the home team will have the field until 5 minutes before game time. There will be no warm-ups if teams are late.

If the game is not completed by curfew time it will revert back to the last complete inning.

LENGTH OF OFFICIAL GAME

U11 games will be six innings. U13 games will be seven innings. In both divisions, a game will be considered an official game if three innings have been completed or curfew has been reached. There will be no extra innings in regular season play. Each team will be awarded one point if the game ends in a tie.

If the game is not completed by curfew time it will revert back to the last complete inning.

MINIMUM PLAYERS

All players and coaches should be at the park at least thirty minutes before game time. A team will be in default if it cannot field eight or more players within 15 minutes after the official game start time.

The game will be a defaulted game if both teams have less than eight players at end of the grace period and neither team will receive any points for the game.

If only one team has the minimum number of players at game start, that team becomes the home team regardless of scheduled home team. Play is to begin at game start time with players present. The umpire will declare a forfeit during play, if appropriate, when the grace period of 15 minutes has elapsed, and the minimum number of players are not present. At that time, players may be moved between teams to allow maximum participation by all players present, and the game

continues. Teams that refuse to begin play with players present at scheduled start time are vulnerable to immediate forfeit.

RAINOUT GAMES

Notice will be posted on the Wexford-Agincourt website if games are cancelled in advance by the convenor.

Coaches will be notified as soon as possible before the start of the game by the convenor if the game is to be called a rainout. If the teams are not notified all coaches and players must go to the scheduled park, even though the game may be canceled after they arrive.

If, after arriving at the diamond, both coaches cannot agree to the playing conditions of the field, the home plate umpire will make the decision as to whether the game will be played.

STANDINGS

Rained out or cancelled games will not be re-scheduled.

Position in the standings will be determined as a percentage of points won divided by maximum points available for games played.

Example: A team has 16 scheduled games, has 8 wins, a tie and a rainout. 16 points for the 8 wins, 1 point for the tie, from a maximum total of 30 (not 32) points. $17/30 = .567$ percent.

SUSPENDED GAME AND LIGHTNING

The home plate umpire may suspend a game for 15 minutes due to weather conditions, if he/she feels there is any chance of finishing the game. If weather conditions have not improved after the 15 minutes, or the field conditions are not safe enough to play on, the game will be canceled. If it was not an official game at the time of cancellation., neither team will be credited with a win or tie.

In the event that lightning is sighted anywhere near the playing field, the home plate umpire will stop the game and call each of the head coaches to home plate. Between these three individuals, they will decide whether the game should continue, be suspended or called. If no decision can be agreed upon at this point, the home plate umpire will make the final decision. If the game is canceled, coaches and spectators should be instructed to leave the playing area as soon as possible.

LATE PLAYERS

Late players may be added to the end of the batting lineup regardless of when they arrive. **If there is an unoccupied defensive position, the player(s) may assume that position once time has been called by an umpire.**

SCORE SHEETS

All teams must keep an official game sheet with proper names and numbers. All scorekeepers should compare their game sheet to the opposing team's game sheet after each complete inning to ensure each has the same score. Line-up cards are available from the league for teams to exchange rosters.

The winning team must post the score on the league website within twenty-four hours after the game is completed. Contact the convenor for instructions and a login id. Scores not posted will not be credited.

In the event a game ends in a tie, both teams will be responsible for posting the score. When posting the score, you may make comments relevant to improving the league (equipment issues, umpires late, rule concerns, etc.)

The winning team must have the game sheet signed by the umpire. If the game is tied, both teams must have their game sheets signed by the umpire. All game sheets are to be kept by the team until the season is over in case there is any dispute in scores.

PROTESTS

Coaches, parents and players are reminded that the WABL emphasizes sportsmanship, fair play and mutual respect for players, coaches and umpires.

Parents, coaches and players should consider that umpires at house league games are typically teenagers trying to successfully manage a game involving a broad range of skill levels, temperaments, baseball knowledge and age ranges (from adult coaches to youngest players on the field). The umpires are learning and improving a new set of skills, just as the players are. The standard baseball rule book is over 90 pages, and each league and age division imposes additional rules (you are reading one of about 40 ‘exceptions and clarifications’ to the standard rules for this age group alone).

Protests will not be allowed for games in the U11 and U13 Divisions. If concerns about the quality of judgment or rule interpretation exist, they should be addressed after the game, with the appropriate league convenor and/or umpire-in-chief.

GAME PREPARATIONS

Any game, in which only one umpire or no umpires show up, should be reported to the convenor of the division, by the winning team, as soon as possible after the game. If no umpires show up, coaches should agree on an knowledgeable individual, other than one of the coaches, who can act as umpire for the game. If necessary, he or she can call balls and strikes from behind the pitcher.

The visiting team will be responsible for supplying a new ball and a good second ball for the game.

The home team will be responsible for putting down the bases and checking the pitching rubber for the proper distance.

BASE LINE AND PITCHING DISTANCE

	Base line length	Pitching Distance
U11	65 feet	44 feet
U13	75 feet	50 feet

SAFETY

All equipment must be kept in the dugout. No bats or equipment may be left on the ground, in the on-deck circle or playing field. Either umpire will issue one warning if equipment or bats are left in the on-deck circle or the playing field, after the first offense it will be an automatic team out.

No equipment is to be taken from the opposing team without permission from the coach.

Umpires have the right to eject, after one warning, any coach or player throwing equipment unnecessarily. If equipment is thrown in a direction that could cause harm to other players, coaches, spectators or umpires, no warning is necessary.

All players, on deck, at bat, coaching a base or running bases must wear a helmet. Chin strap, if present, must be securely fastened. Helmets may not be removed at any time on the playing field without calling time out and getting permission from one of the umpires or until the player is back in the dugout. Teams will be warned once, then subsequent infractions of this rule will be an automatic out assessed to the team and not the next batter. If the helmet comes off while a player is running the bases, he/she will be allowed to retrieve the helmet when the play is done and must have it on before play can resume.

The wearing of steel spikes will not be allowed.
Players are required to wear a protective cup during games and practices.

APPEARANCE

Players must wear uniforms as supplied by the league. Team shirts must be tucked in at all times. Defensive players must wear team caps when in the field. All base coaches must wear a coach's shirt and hat unless the umpire grants permission before game time.

TOBACCO

No smoking or use of tobacco products is permitted on the playing field, the dugouts or the immediate vicinity of the dugouts (This applies to coaches, players and umpires). This includes 'electronics' (vaping).

PITCHING

In U11, no pitcher may pitch for more than 6 consecutive outs in any one game.
In U13, no pitcher may pitch for more than 9 consecutive outs in any one game.

When a pitcher is removed from the pitching mound, he/she will not be allowed to pitch again in the present game.

Coaches must remove the pitcher on the second trip to the mound in any inning. The removed pitcher must be left on the field of play and the relief pitcher must come from the field of play. One additional move on the playing field may be made.

In case of injury to the pitcher, the player entering the game may not pitch in that inning.

Any new pitcher will be allowed eight warm-up pitches. All pitchers who have pitched already in the present game will be allowed five warm-up pitches at the start of an inning.

There will be no balks in the U11 division, unless in the judgment of the umpire it was a deliberate attempt to gain advantage of a base runner. When the pitcher has taken his position on the pitcher's plate, base runners must be 'on base'.

In U13, each individual pitcher will receive one warning for a balk, and subsequent balks by the same pitcher will be called as in the normal rules of baseball.

Any pitcher that hits the opposing team's batters more than twice in one inning must be removed and may not pitch again in that game.

The umpire will eject any pitcher from the game if he/she feels that the pitcher deliberately threw a pitch at a batter. The umpire must note the ejection on the game sheet and report it to the umpire-in-chief as soon after the game as possible.

The umpire will eject any coach from the game if he/she feels that the coach instructed the pitcher to deliberately throw a pitch at a batter, whether the pitch is thrown or not, and whether the pitch hit the batter or not. The umpire must note the ejection on the game sheet and report it to the umpire-in-chief as soon after the game as possible.

Any pitcher or coach ejected for one of the preceding two rules will receive an automatic two game suspension.

DEFENSIVE PLAYER ROTATION

All players must play equal time. No player may sit out a second inning until all players have sat out one inning. No player may sit out a third inning until all players have sat out two innings. No player may sit out a fourth inning until all players have sat out three innings. No player may sit out two innings in a row. A supplementary score sheet is available on the league website with space to record the defensive player rotation, and teams are encouraged to check the defensive player rotations during each inning by inning check

No player, present at game start time, may be placed in the bottom three spots of the batting order more than once in every three consecutive games. Any coach found breaking the rules on defensive rotation or batting order will be suspended for one game.

Umpires are not responsible for enforcement of defensive rotation or batting order rotation during a game. Infractions should be reported to the division convenor for action.

Any coach found continually abusing the rotation rules will be suspended for the balance of the year.

FIELDING A DEFENSIVE TEAM

A team will have three minutes from the last out to field a defensive team, including warm-up pitches. If a team fails to field a team in the allotted three minutes, a ball will be awarded to the first batter for each ten seconds the team is late until he/she has been awarded first base on four balls. The second batter will assume the same penalty, etc.

OFFENSE

Mercy Rule: There will be a maximum of five runs scored per inning allowed. When the fifth run has crossed home plate the inning is over for the offensive team even if there are fewer than three out.

One warning per game will be assessed to a team that has a batter throw the bat while in the batter's box. Any additional batters throwing the bat will be called out with no warning.

Coaches are encouraged to substitute a pinch runner for the intended catcher of the next inning if he/she is on base with 2 out. The substitute player will be the last player called out.

U11 OFFENSE

U13 rules for leadoffs, missed third strikes, and base running are the standard rules of baseball.

In U11, there will be no lead off until the ball crosses the front part of home plate. Runners violating this rule will be called out. No warnings are issued.

In U11, there will be no running on a missed third strike by the catcher. The batter will be automatically called out on the third strike.

In U11, runners may only advance one base from where they started on any stolen base attempt. Runners at first or second may attempt to steal on ordinary overthrows from the catcher to the pitcher.

Once a player reaches third base, he/she may only advance

- as a continuation of the play where the runner reached third
- on a fair batted ball
- on a caught fly ball (either fair or foul) in accordance with usual baseball rules, after tagging up
- if a pitcher or catcher throws to any base in an attempt to 'pick off' the runner. After a pitch other than a foul ball, any runner at any base is eligible to be tagged out by a pickoff throw from the pitcher or catcher.
- with the bases loaded, by the batter becoming a runner (e.g. walk, hit by pitch).

INJURIES

The umpire may call time immediately in the case of an injury. The play will be automatically called dead and no further advancement will be allowed.

If a base runner or batter gets injured, he/she must be replaced by the last player out. If a batter is injured while batting, the replacement batter assumes the same count.

The opposing team's coach has the right to choose any player from a team's bench to replace an injured defensive player. An injured player may return to the game as soon as the team feels he/she is ready.

If an injured player, due to bat, has not been removed from the game and is not able to bat in the proper batting order, he/she will be recorded as an out.

All coaches and players must ask the umpire for a time out before entering or exiting the playing field. The umpire is not obliged to grant a time out.

In the discretion of the umpire, he/she is not obliged to grant a time out for anything but injuries if he/she feels a team is deliberately stalling for time when curfew is near. The umpire may allow the game to go beyond curfew time to finish the inning if he/she feels a team was stalling for time.

RESPECT FOR OFFICIALS

Conversations with officials regarding judgments, rules, or other game situations must be conducted only after calling a timeout, and must be conducted in normal speaking tones away from the players. Shouting objections across the field may result in ejection.

Any coach or player who abuses the umpire, or opponents, either verbally or physically will be ejected from the game and suspended for the next two league or playoff games. Additional suspensions may be determined by the League Executive. The umpire must notify the umpire-in-chief as soon as possible of any such infraction.

All coaches are responsible for their parents and spectators. If either abuse the umpires, or opponents, verbally, physically, or otherwise, the coach will be asked to control this person(s) or they will be ejected from the park. If the person(s) will not leave the park and continue to carry on the abuse, the umpire may forfeit the game to the opposing team. The umpire must notify the umpire-in-chief as soon as possible of any such infraction.

CONTACT RULE (OBA Rule P2-14)

Runners are instructed to slide or attempt to avoid making contact with a fielder. A player who maliciously runs into another player is to be declared out (unless he/she has scored prior to committing the infraction) and is to be automatically ejected (whether or not declared out).

Contact shall be considered malicious if:

- a) the contact is the result of intentional excessive force, and/or
- b) there is intent to injure

Malicious contact is to be penalized whether committed by an offensive or defensive player.

The umpire shall determine whether contact was avoidable or unavoidable - whether the player was trying to reach the base/plate or attempting to dislodge the ball from the fielder.

If the runner

- a) could have avoided the fielder and reached the base or
- b) attempted to dislodge the ball

the runner is out even if the fielder loses possession of the ball. The ball is dead and all other runners shall return to the last base legally occupied by them at the time of contact.

If the fielder blocks the base path, the runner may make contact, slide into or collide with the fielder as long as the runner is making a legitimate attempt to reach the base/plate. If the collision is flagrant, the runner is called out and ejected. The ball is declared dead. If the defensive player blocked the base path clearly without possession of the ball, obstruction shall be called. The runner is safe and a delayed dead ball is called. If the runner collides flagrantly, he/she shall be declared safe due to the obstruction but shall be ejected. The ball is dead.

All of the above rules and regulations apply to all regular and playoff games. Any changes or additional rules will be supplied to all coaches, in writing, by either the umpire-in-chief or the vice president of the house league.

TIE BREAKERS

If teams are tied in the standings at the end of the season, the position in the standings will be decided by:

- 1) Record against the team they are tied with.
- 2) If three or more teams are tied, standings will be decided by total runs scored in the games played among the teams that are tied.
- 4) If teams are still tied, standings will be decided by total runs allowed in the games played among the teams that are tied.
- 5) Coin flip