



**AURORA KING BASEBALL ASSOCIATION**  
**HOUSE LEAGUE RULES**  
**13U DIVISION**  
**2020**

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- 1. Timing**
- 2. Equipment**
- 3. Field of Play**
- 4. Players**
- 5. Play**

## **1. Timing**

- i) The **regular season begins the week after the Victoria Day long weekend and continues through the end of July**. The exact start date is dependent upon field availability as dictated by the municipality. **Playoffs will take place during August**. Games will be played **Monday and Wednesday nights**. Additional weekend games and events may take place in June (Picture day) and August (Playoffs & Finals). Make-up games for rainouts may take place on other days as needed, and are dependent on diamond availability.
- ii) The official start time for all games shall be set as per the official schedule. **No new inning shall begin after 1 hour and 45 minutes. Dead ball is at 2 hours**. The umpire is, or shall designate, the official timekeeper. **Utilizing the grace period (15 minutes) shall have no effect upon the official start time, or the dead ball time** (games end 2 hours after scheduled start time rather than actual start time, unless start time is delayed by weather).
- iii) All games shall be six [6] innings in length. Three and one half [3½] completed innings, with the home team leading, shall constitute a game in the event of adverse conditions. The final score for curfew or suspended games will revert to the last complete inning. When a player is batting and curfew is reached, he/she must be allowed to complete their at bat.

## 2. Equipment

- i) The ball used shall be one from the Baseball Ontario list of approved baseballs.
- ii) **All batters/runners must wear a helmet with a fastened chinstrap.**  
Catchers must wear a helmet, face guard, chest protector, shin guards and an athletic cup/support.
- iii) **No metal cleats** are allowed.
- iv) **Bats** may be **aluminum (alloy), composite, or wood.**
- v) **Players are not permitted to wear jewelry, and it must be removed.**  
Paper or fabric “camp” bracelets that cannot be removed are accepted if deemed by the Umpire as not to present a hazard.

## 3. Field of Play

- i) **Baselines shall be 75 feet in length** and the **pitching rubber** shall be located **50 feet directly in front of home plate** (measured from the tip).

## 4. Players

- i) A team shall forfeit with fewer than seven [7] players, after a *grace period* of 15 minutes from the scheduled start time. If neither team can field the minimum number of players, both teams shall forfeit the game
- ii) **On the field, no player shall play the same position more than twice in a game and no players shall play the outfield a second time until each player has played there once. No player shall sit twice until all have sat once.**
- iii) **Players shall bat in their proper rotation.** The batting order cannot change after the game commences. Players who arrive late must be added to the bottom of the batting order.

- iv) Pitchers may pitch for a maximum of six [6] consecutive outs OR the pitch count of fifty [50] for the day. Pitchers may be changed at any time during the course of the game or inning. However, once a pitcher is removed from the mound, he may not pitch again in that game.
- v) New pitchers are permitted five [5] warm-up pitches; returning pitchers are permitted three [3] warm-up throws at the start of a new inning.
- vi) Coaches will be permitted two [2] visits to the mound per pitcher to confer with their player. The third [3<sup>rd</sup>] such visit to the same pitcher will result in the player being removed from the mound.

A mound visit occurs when any coach or manager:

a) crosses the foul line

or

b) has any interaction with the pitcher that causes play to be delayed.

- vii) Players may be called up from a lower house league division (11U), but not from another team in the same division. A call-up player may not play the catcher or pitcher positions.

## 5. Play

- i) Pre-game infield warm-ups are permitted; however, they must be completed for both teams prior to the plate conference involving managers and umpires.
- ii) **Bunting is permitted.**
- iii) **Lead offs and stealing are permitted.**
- iv) **One warning will be given for a balk to each pitcher.** Subsequent balks for that pitcher will be called and enforced by the Umpire.
- v) A **two out catcher rule** is in place to maintain pace of play. If a catcher is on base with two outs, **he shall be pinch run for by the last player to be called out on his team.**

vi) The infield fly rule is in effect.

vii) A runner that needs to leave the base (injury, bathroom break or other urgent requirement) they are occupying during an inning may be **replaced by a pinch runner**. The pinch runner shall be the **last player that was called "out"** on the team up to bat during that inning.

viii) The maximum number of runs scored in any half inning shall be five [5], however, **the 4<sup>th</sup>, 5<sup>th</sup>, and 6<sup>th</sup> are open innings and as many runs as possible may be scored during those three innings.**

ix) The **Mercy rule** can end a game under the following scenarios:

a) 12 run lead after 4 complete innings

or

b) 10 run lead after 5 complete innings