



AURORA KING BASEBALL ASSOCIATION
HOUSE LEAGUE RULES
18U DIVISION
2020

- 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 **Sunday and Monday nights**. Additional weekend games and events may take place in June (Picture day or Tournament) 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 seven [7] 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) **No metal cleats** are allowed.
- iii) **Bats** may be **wood, composite wood or bamboo**.
- iv) Players **are not permitted to wear visible jewelry**, and it must be removed. **Exception is made for medic alert bracelets, worn on his/her non-pitching wrist.**
- v) All players **shall wear the same uniform**, that is, regulation baseball pants, sponsor coloured shirt and matching hat. All batters and runners shall wear a helmet. Catchers shall wear full protective equipment behind the plate. Any person warming up a team's pitcher shall wear a protective mask. All players are allowed to wear sunglasses.
- vi) Pitchers **are permitted to wear Compression Sleeves** on pitching arms, provided they are not white, grey or distracting in nature. They must be one solid colour. Umpire determines whether sleeves meet specifications.

3. Field of Play

- i) **Baselines shall be 90 feet in length** and the **pitching rubber** shall be located **60 feet, 6 inches 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) There are **no restrictions** on which positions players must play during a game.
- 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. **For all playoff games, once a player has missed batting for the 2nd time, they will not be permitted to bat in that game.**
- iv) **Pitchers may pitch for a maximum of twelve [12] consecutive outs. 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 [3rd] 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) A maximum of three [3] players may be called up from a lower house league division (15U), but not from another team in the same division. These players shall not have priority playing time over regular players or be allowed to pitch.

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) **Balks shall be called without warning.**
- 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 **Umpire determines whether contact between baserunners and fielders is malicious in nature.** Baserunners are instructed to slide to avoid contact.
- vii) The infield fly rule is in effect.
- viii) If a player becomes injured during the course of the game:
 - a) The coach must state that the player is injured prior to the start of the team's offensive inning.
 - b) If the injured player is unable to bat, the offensive team will skip over the injured player's spot in the line up without an out being registered and the batting order would continue from that point.
 - c) If the injury occurs during an at bat, the next batter will take over with the same count.
 - d) The injured player would then be out of the remainder of the game.
- ix) The **Mercy rule** ends a game if a team leads by 10 runs after 5 innings.
- x) Electronic Devices:
- xi) Bench Restriction Rule: