



AURORA KING BASEBALL ASSOCIATION
HOUSE LEAGUE RULES
9U DIVISION
2020

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

1. Timing

- i) The **regular season begins the week after 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 and occasional Sundays**. 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 or equipment issues as determined by the umpires).
- iii) All games shall be five [5] innings long. Two and one half [2½] 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. The player defending the pitcher position must wear a helmet with face guard. Metal cleats are not allowed. Wooden bats are not permitted.
- iii) **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 60 feet in length** and the pitching machine shall be **located 40 feet directly in front of home plate** (measured from the Tip) and **surrounded by a safety circle of eight [8] feet in diameter**. The **speed shall be set at 35 mph**, is not to be altered, and will be operated by an adult from the offensive team. During any inning, changes to the machine are limited to height adjustments only. Any adjustments to the speed controls will be performed at the beginning of an inning to ensure both teams hit from the same speed configuration. Any speed changes are to be discussed and agreed upon between both team’s coaches and the Umpire.
- ii) A safety bag is to be used at 1st base. The orange portion is in foul territory. Runners must touch the orange portion unless making a turn to proceed to 2nd base (touching the orange portion and advancing to 2nd is still acceptable). The 1st baseman must touch the white portion in order to make an out. These rules are based on safety for both players.

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. Once the forfeit is determined, players will be equally divided and an exhibition game played if agreed upon.
- ii) The defensive team shall consist of no more than ten [10] fielders (catchers, pitcher, 1st baseman, 2nd baseman, shortstop, 3rd baseman and four [4] outfielders). All outfielders must start each pitch from the outfield grass. At the start of a play, both the 2nd baseman and shortstop shall be at least 15 feet away from the 2nd base bag. Pitchers must stand to the side of, and behind, the pitching (the pitcher should be within a reasonable distance of the pitching machine and not a roving infielder). The catcher shall stand or squat in the area behind home plate.
- iii) **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.**
- iv) **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.
- v) **Players may be called up from a lower house league division (7U), but not from another team in the same division.** A call-up player may not play the catcher or pitcher positions.

5. Play

- i) No infield practice is permitted at any time. When not on the field or at bat, players shall remain in the dug-out.

- ii) The use of five [5] balls is permitted to expedite the early season games. However, **from July 1st to the end of the season, only one ball will be used in the field of play.** After the ball is pitched and the play sequence is completed, the ball must be returned to the adult-pitcher to prepare for the next pitch.
- iii) Each batter shall receive from the pitching machine, a maximum of five [5] hittable pitches [**judged by the Umpire and called after the ball has either crossed the plate or will obviously not legally enter the strike zone**]. A third strike foul-tip that is caught by the catcher prior to the fifth pitch is not counted as an out, and shall be treated as just another pitch. If a fair ball is not hit within the five [5] pitches allotted, the batter is out. The last pitch will be announced by the Umpire. **A foul on the last pitch does not allow the batter to take another pitch.**
- iv) **Batters may not be walked nor may they bunt. Bunts are automatic outs.**
- v) If a batted ball **batted ball hits the pitching machine** (including the electrical cord) and comes to rest within the pitching circle or is touched by a player while it is within the circle, the ball is dead immediately, the batter is awarded 1st base and any other base runners advance one [1] base **if forced**. If the ball passes through the pitching circle, but is not deflected, the play will continue as with any regularly batted ball.
- vi) **If a batter is hurt** during an at-bat and cannot finish the plate appearance, they are **awarded first base** and all baserunners advance if forced. A pinch runner can be used if necessary.
- vii) If a batted ball hits a runner, the runner is not out, but can only advance one base if they are able to make it there safely.
- viii) The maximum number of runs scored in any half inning (including any played after the open inning) shall be five [5], otherwise, three [3] outs will end any half inning. **The open inning will be the first new inning after one [1] hour of play and will be limited to a maximum of ten [10] runs.**

The bottom of the final inning will be played regardless of score (unless dead ball time has been reached).

- ix) Runners may **not leave their base until the ball is hit**. Runners who leave base before a ball is hit are declared out. There are **no lead-offs, no stealing of bases, no advancing on wild pitches**.
- x) Base-runners **are not permitted to slide**. While there is no penalty, coaches are asked to enforce a “no-slide” policy with their team for **safety purposes**.
- xi) 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.
- xii) If a runner unintentionally interferes with a player fielding a ball, the runner is not out, but can only advance one base if they are able to make it there safely.
- xiii) There is **no overthrow rule**. The intent is for the fielders to attempt the play, therefore, if a throw is made to any base and the receiver misses the catch, **no runner may advance**.
- xiv) There is no infield fly rule.
- xv) On balls hit to the outfield, fielders must throw (rather than run) the ball in to the infield. **Runners may advance until the thrown ball crosses the imaginary baseline or is received by a fielder standing in the infield**. Play is stopped and runners must go to the closest base (advancing only if halfway or more between bases). The Umpire will determine which base the runner possesses.
- xvi) On **hit balls that do not leave the infield**, runners can only advance one [1] base.
- xvii) Two [2] defensive coaches are permitted on the outfield grass up to and including June 15th, after which, one [1] coach can be positioned on the outfield grass. Offensively, the only coaches allowed are one [1] coach in each of the 1st and 3rd base coaching boxes, and one [1] coach at the pitching machine.