

**OFFICIAL RULES
OF ETOBICOKE HOUSE LEAGUE
BASEBALL
21U DIVISION**



OFFICIAL RULES OF ETOBICOKE HOUSE LEAGUE BASEBALL

The Etobicoke Baseball Association and its Local Associations are united in their goal to foster and promote amateur youth baseball in Etobicoke. It is with that in mind we have created this set of House League rules to harmonize Interleague play and discipline throughout our jurisdiction.

The Official Rules of Baseball shall govern all games except as provided in the playing rules below

1. Age Categories

5U	5 years old and younger who do not reach their 6 th birthday during the current calendar year.
7U	7 years old and younger who do not reach their 8 th birthday during the current calendar year.
9U	9 years old and younger who do not reach their 10 th birthday during the current calendar year.
11U:	11 years old and younger who do not reach their 12 th birthday during the current calendar year.
13U Boys:	13 years old and younger who do not reach their 14 th birthday during the current calendar year.
13U Girls:	13 years old and younger who do not reach their 14 th birthday during the current calendar year.
15U Boys:	15 years old and younger who do not reach their 16 th birthday during the current calendar year.
15U Girls:	16 years old and younger who do not reach their 17 th birthday during the current calendar year.
18U Boys:	18 years old and younger who do not reach their 19 th birthday during the current calendar year.
18U Girls:	21 years old and younger who do not reach their 22 nd birthday during the current calendar year.
21U:	21 years old and younger who do not reach their 22 nd birthday during the current calendar year.

Field Dimensions

SERIES	MOUND	BASES	DIAGONAL
7U	50' 0"	60' 0"	84' 10 1/4"
9U	44' 0"‡	65' 0"	91' 11"
11U	44' 0"	65' 0"	91' 11"
13U	50' 0"	75' 0"	106' 5/8"
15U	60'-6"	90' 0"	127' 3 3/8"
15U GIRLS	55' 0"	82' 0"	115' 11 5/8"
18U	60'-6"	90' 0"	127' 3 3/8"
21U	60'-6"	90' 0"	127' 3 3/8"

‡ – located at the centre point of an 8' diameter safety circle.

	7U	9U	11U	13U	15U	18U	21U
Game Length (Inn)	2	3	6	7	7	7	7
No New Inning	1hr 45min	1hr 45min	1hr 45min	1hr 45min	1hr 45min	2hr 00min	See 8.0
Innings Pitched	N/A	N/A	2	3	3	3	3
Grace Period	15 min	15 min	15 min	15 min	15 min	15 min	15 min
Mercy	N/A	N/A	5	5	5	5*	5*
Infield Fly	N/A	N/A	Yes	Yes	Yes	Yes	Yes
Drop 3rd Strike	N/A	N/A	No	Yes	Yes	Yes	Yes
Open Inning	N/A	N/A	N/A	N/A	N/A	N/A	Yes
Bunt	No	No	No	Yes	Yes	Yes	Yes
Leadoff	N/A	N/A	No	Yes	Yes	Yes	Yes
Steal	N/A	N/A	Def Error	Yes	Yes	Yes	Yes
Min # Players	7	7	7	7	7	7	7
Balk	N/A	N/A	No	Yes	Yes	Yes	Yes
Late Arrival (Inn)	2	2	2	4	4	4	4
2 out catchers	Yes	Yes	Yes	Yes	Yes	Yes	Yes
Warm-up pitches	N/A	N/A	8*5	8*5	8*5	8*5	8*5
Forfeit Score	5-0	5-0	6-0	7-0	7-0	7-0	7-0

*21U/18U: There will be a 5 (five) run mercy in the first 3 innings of regular season games. All innings starting from the 4th (fourth) will be "OPEN". There is no game mercy in regular season.

There will be no mercy in all innings in the post season. A 10 run mercy rule will apply after 5 innings (4 ½ if the home team is ahead).

RULES GOVERNING 21U DIVISION

The Official Rules of Baseball shall govern all games except as provided in the playing rules below.

1.0 TEAM ROSTERS

- (a) Rosters for all interlock teams to be submitted to the series convener or division VP no later than the third Tuesday after Victoria Day (14 Days) including first and last names and uniform numbers if available at this time. Uniform numbers not provided must be submitted as soon as they are assigned
- (b) Additions may be made up until June 30th by contacting the series convener and/or division VP
- (c) After June 30th rosters become final, and additions can only be made by request of the player's Local President in writing, outlining player details and the reason for the late addition to the convener and/or VP of the division. The convener and/or VP of the division will be the final arbiter as to the acceptance or rejection of the applicant
- (d) All teams will use the EBA roster form for submittal.
- (e) The number of registered players on a team roster shall be a minimum of nine (9) and a maximum of sixteen (16).
- (f) Failure to comply with this By-law leaves the offending team open to protest of the game by the opposing team subject to penalty of forfeit of the game.
- (g) House League rosters must have Select (OBA) rostered players dispersed equally among the associations team.
- (h) Where only one team exists in an association they must only play in one loop, Select or House League and shall declare as such at the beginning of the season.
- (i) A Select loop team may arrange exhibition games with House League teams.
- (j) A Select "Tournament Only" team may enter into interlock play.
- (k) No OBA Carded Etobicoke player shall be allowed to play in an interlocking house league game.
- (l) Any team found guilty of using a player who is ineligible under the constitution, By-Law or League playing rules forfeits all games in which the ineligible player participated
- (m) A team must be able to field at least 7 players to start a game. Once started, should a team be reduced to 6 players, due to illness or injury sustained by a player(s) during the course of the game, the affected team may continue to play the game. If the team roster drops below 6 in any given game it will be a forfeit.
- (n) If a team is short one or two players of the normal nine (9) players to play the game, it can call up a player from a house league in the level one division lower, for that game.
- (o) No lower series player shall be called up for more than three games during the course of the season without the division conveners consent.
- (p) Call-up players must be noted as PCU in the scorebooks
- (q) No call-up House league player can be used if the team has nine players available to play the game. Once called up however the called up player must be played.
- (r) Call-up players are not allowed in the playoffs.
- (s) If a team has less than 7 players at the regular time for starting the game, there shall be a 15 minute grace period. If the team is still short of the required 7 players after 15 minutes, that team shall forfeit the game.
- (t) If after the 15 minute grace period both teams do not have the minimum players to play, both teams shall forfeit the game. Depending on the circumstances the game MAY be replayed at discretion of the Division Convener.
- (u) In both circumstances the teams will play an Umpired scrimmage game with the players present. This game is to last one hour or 3 innings whichever is first.

2.0 - UNIFORMS:

- (a) All team players must be in complete baseball uniform. Note: Complete baseball uniform shall consist of:
 - Corresponding tops or jerseys with proper numbers
 - Baseball caps
 - Long baseball pants (no shorts) for games and practice
 - All players must wear a protective cup (Jock or Jill)
 - Shirts must be tucked in.
- (b) Coaches should wear same color player tops or jerseys and baseball caps or league approved golf shirt.
- (c) Running shoes or shoes with molded rubber, metal or plastic cleats may be worn.

2.01 – EQUIPMENT

- (a) Only Bats constructed wood will be permitted. (including composite wood bats) Wood/metal is not allowed
- (b) Only Minus 3 (length-weight differential) bats with 2 5/8 maximum diameter barrels will be allowed.
- (c) **Illegal Bats:** If an illegal bat is found on the field:
 - i. Any use of the bat to put the ball in play deems the batter automatically out, no matter what the outcome of the play. Runners that advance are returned to their original bases.
 - ii. The bat itself is confiscated by the opposing team and must eventually be given to the convenor
- (d) The on deck batter, the batter and base runners must wear double earflap helmets; 21U may wear single earflap helmets. Chin straps are mandatory at all levels from 15U and lower, unless the presence of a manufacturer installed face guard (C-Flap) prevents the use of the chinstrap and will be worn as designed by the manufacturer All players shall while at bat, in the on-deck circle and on the base-paths in all age categories keep helmets on until back in the dugout. Helmets with face guards are allowed at any position as a matter of personal choice, chinstraps as above.
- (e) The E.B.A. rules require catchers in all age categories to wear a protective helmet and mask and cup while catching. NOTE: This includes practice and warm-up situations, such as the bullpen or between innings. Coaches must wear at least a mask in all practice and warm-up situations. Throat protectors are mandatory for all catchers face masks, optional on hockey style helmets.

3.0 - FIELD DIMENSIONS

The playing field shall conform to the following measurements:

- The distance between all bases shall be ninety (90) feet.
- The distance between the point of home base and the front side of the pitcher's plate shall be sixty feet six inches (60' 6") ft.
- The batter's box shall be rectangular in shape, the size being 6 ft. x 4 ft. and shall extend to the front from the centre of home plate, 3 ft. and an equal distance of 3 ft. to the rear. The inside line shall be six (6) inches from the plate
- The pitcher's mound shall be raised to a gradual slope. To a height of 10 inches above the levels of the base-paths. Optional for league play

4.0 - BATTING ORDER

- (a) All team players present shall be listed on the score card for purposes of establishing a batting order. Pinch-hitting is not permitted.
- (b) Both coaches should exchange score cards with batting order, name, and player number at the beginning of the every game. Players Called Up must be identified on the score sheet as **PCU**. Any additions or deletions should be immediately relayed to the opposing team's Coach/Scorer.
- (c) The line-up cannot be altered during the course of the game, with the exception of late arriving players.
- (d) Any player who arrives late for the game but before completion of the fourth inning can be added to the line-up by placing the player's name at the end of that team's batting order.

- (e) A player realizing they are batting out of order and who has received a count of any kind, will pass that count to the correct batter in order, and they will continue the at bat with no other penalty.
- (f) A batter having been found batting out of order and reaches any base, will be called out. The correct batter in the order will bat next.
- (g) For each successive inning the batting order starts with the player whose name follows the last batter from the preceding inning.
- (h) Once a team scores five (5) runs during an inning, the “at bat” is concluded for that team. During the post season the 5 run mercy rule is not in effect. Three outs must be made.
- (i) In the 21U Division all players must use a bat with a maximum “drop” (i.e. the difference between the length and the weight in oz.) of three (3); or a wooden bat

5.0 - FIELDING POSITIONS

- (a) No player on the field can be positioned in foul territory except for the catcher.
- (b) Players in the field may not be substituted 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, with the exception for an injured catcher for whom a player either in the field or from the bench can be substituted.
- (c) Players are assigned their fielding positions for the entire inning and cannot be moved from one fielding position to another during the course of an inning, except to accommodate the pitcher as set out under subparagraph (6.0 a) or an injured catcher as set out under subparagraph (b).an injured player where a player from the bench comes in and moves to another fielding position to allow an on field player to occupy the injured player position.

5.01- Player Rotation

- (a) No player may sit out a second inning in a game until ALL players have sat out at least one inning.
- (b) Coaches must ensure each player has a reasonable balance of playing time between outfield and infield.
- (c) **The pitcher while on the mound will be exempt from any equal rotation rule. (i.e. “sitting out”) Once removed from the mound all player rotation rules are again in effect.**

6.0 - PITCHING

- (a) A second trip to the same pitcher in the same inning will cause the pitcher to be automatically removed from the pitching position.
- (b) A pitcher must pitch in consecutive innings up to their maximum daily limit. Once removed, regardless of reaching their limit may not return to pitch in that game.
- (c) The pitcher while on the mound will be exempt from any equal rotation rule. (i.e. “sitting out”) Once removed from the mound all player rotation rules are again in effect.
- (d) A pitcher may only pitch the prescribed number of innings for the series that he is registered. Once a pitcher has pitched he will not be allowed to return to pitching again in that game, (includes extra innings) but may play other defensive positions
- (e) **Pitchers can be subbed from the bench only with proper bullpen warm-up,** and then only position for position (i.e. retiring pitcher must replace his sub on the bench)
- (f) Pitchers subbed from the field must also replace the sub, position for position (i.e. no other double substitutions are allowed).
- (g) Catchers may not sub for pitchers, and once dressed must remain as catcher for the complete inning, unless forced out due to injury.
- (h) One pitch constitutes an inning.
- (i) A pitcher who hits-by-pitch three batters during the course of a game shall be immediately removed from the mound and cannot return to pitch.

6.01- Player Manager and visits to the mound

Interpretation: A player manager is the person who is designated by his team and is recognized under the roster requirements.

- (a) A player (or player coach) may visit a pitcher as permitted by the umpire whether or not time has been called. This would not be considered a trip to the mound.
- (b) A player manager, who leaves his position to talk to his pitcher, whether or not time is called, is subject to the same rules provisions as a non playing manager. Therefore, a trip would be charged to the pitcher

PENALTY: A violation of the pitching rules will result in the ejection of the Head coach for the balance of the game, and will also receive an additional game suspension to be served at the next scheduled game) Both Scorekeepers are asked in the spirit of fair play, to assist the coaches by tracking pitching innings per player and advise the coach before the ineligible pitcher takes their first pitch, so that an opportunity for assignment correction may be immediately affected.

7.0 - BASE RUNNING

- (a) All base runners are permitted to “lead off” and to steal bases.
- (b) If the catcher gets on base with two outs or is on base when two outs have already been recorded, he can be substituted for by a pinch runner. The pinch runner must be the player last out in the inning.
- (c) When a runner is attempting to score and there is a play at the plate, the runner **MUST** make every attempt to avoid collisions at the plate. (See Below)

Contact Rule:

- (a) Runners are instructed to attempt to avoid making contact with a fielder. Sliding is the preferred method, not the only method. A player who maliciously runs into another player is to be declared out (unless he/she has already scored prior to committing the infraction) and is to be automatically ejected (whether or not declared safe).
- (b) Contact shall be considered malicious if: the contact is the result of intentional excessive force, and/or there is intent to injure.
- (c) Malicious contact is to be penalized whether committed by an offensive or defensive player.
- (d) The Umpire shall determine whether contact was avoidable or unavoidable whether the runner was trying to reach the base or attempting to dislodge the ball from the fielder.
 - If the runner;
 - i. Could have avoided the fielder and reached the base, or
 - ii. Attempted to dislodge the ball,
 - The runner is out even if the fielder loses the 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 intent to contact. If the fielder blocks the base path, the runner may slide into or collide with the fielder as long as the runner is making a legitimate attempt to reach the base. If the collision is flagrant, the runner is called out and ejected. The ball is declared dead. If the defensive player blocks the base path clearly without possession of the ball, obstruction is called. The runner is safe and a delayed dead ball is signalled. If the runner collides flagrantly, he/she shall be declared safe due to obstruction but shall be ejected. The ball is dead.

8.0 -LENGTH OF THE GAME

- (a) All games will be a maximum 7 innings in duration.
- (b) Games delayed or stopped by weather, lack of lights, or any other problem related to the field or the number of players will be considered completed if a minimum of 4 innings have been played (i.e., if the home team is winning after 3 ½ innings and the game is called), or if game curfew has been reached. All games not considered completed will be rescheduled and played as a new game.
- (c) The first 3 innings will be played with a 5-run mercy rule – every inning after that is “open”. There is no other mercy rule.
- (d) No new inning can begin after 1 hour and 50 minutes from the beginning of the game. (scheduled start time)
- (e) Once a new inning begins it will be played in its entirety.
- (f) No extra innings can be played to break a tie; the game shall be recorded as tied, except during play-offs

PLAYOFFS

- (a) During the playoffs Round Robin games use the same game length rules as the regular season. ties will be allowed during Round Robin play with points being awarded to both teams
- (b) Semi – Final And Final games that end in a tie will use the International Tie-Breaking Format to determine the winner.
 - (i) All games will be 7 inning with no time limit
 - (ii) A 10 run game mercy will apply after 5 innings (4 ½ if the home team is ahead).
 - (iii) Games suspended due to weather or field conditions will be resumed from the point of suspension.

8.01- INTERNATIONAL TIE-BREAKER FORMAT

If the game remains tied after the completion of seven (7) innings, the following procedures will be implemented during extra innings:

- Each team will begin the 8th inning (and any subsequent necessary extra innings) with a player on first and second, no outs.
- To begin the 8th inning, representatives from each team will meet at home plate and will indicate (at the same time) to the home plate umpire where the team wishes to begin the batting order. That is, the teams have the option of beginning the 8th inning anywhere in the existing batting order that was in effect when the 7th inning ended. Note that this is not a new lineup (just potentially a different order), and it may very well be the same lineup that ended the 7th inning. The rationale for doing so is to ensure that both teams have an equal chance at having what they consider to be their best hitters and base runners in a position to score in the 8th inning.
- For example, if the team decides to have the #1 hitter in the lineup hit first, then the #8 hitter will be placed at 2B and the #9 hitter will be placed at 1B. Furthermore, if the team decides to have the #3 hitter in the lineup hit first, then the #1 hitter would be at 2B and the #2 hitter would be at 1B.
- Once those players/runners are determined for the 8th inning, the order of any subsequent innings will be determined by how the previous inning ended. That is, if the 8th inning ends with the #6 hitter having the last plate appearance (PA), then the 9th inning begins the #7 hitter at bat, and the #5 hitter at 2B and the #6 hitter at first base.
- With the exception of beginning the inning with runners on 1B and 2B with no one out, all other “Official Rules of Baseball” and “EBA Competition Norms” will remain in effect during extra innings required to determine a winner.
- The traditional system of the visiting team hitting in the top of the inning and the home team hitting in the bottom of the inning will remain in effect until a winner is determined.

9.0- UMPIRES

- (a) The umpires will be the sole arbiters during the game from the plate meeting until the teams have shaken hands at the end of the game.
- (b) Judgement calls are not debatable and protests resulting from such judgement calls will not be heard. Harassment of the officials will not be tolerated and will result in ejection and suspension of the offenders.
- (c) 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, but only as Base Ump. If no Umpire attends, the Coaches have the option of using two parents as Umpires for the game
- (d) The **RYBL** Umpires shall be paid by an assigned RYBL coach immediately upon completion of the game. Martingrove umpires are to be paid by the Martingrove Baseball League. Each league is responsible for the assignment and payment of its respective umpires
- (e) Umpires must ensure that any ejected player, coach, manager or team official is advised at the time of the ejection and record it on the game sheet of both teams. (Failure to record it on the game sheet does not nullify the ejection.) In the case of a player being ejected the coach or manager of that team shall also be verbally advised of the ejection at the time it happens. At the conclusion of the game, the umpire is responsible for informing the Area Association Umpire-In-Chief of the ejection(s).
- (f) **The team manager and/or coach of each team shall have the umpire(s) sign their names on the scorebook at the plate after the completion of the game. The umpire(s) must also print their names above the signature.**

10.0 RESCHEDULING GAMES

- (a) If foul weather or field conditions threaten the scheduled game with cancellation well prior to the game starting time, it is the responsibility of the Home Team Head 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 Head Coach. Once the decision has been made to postpone the game, the Home Team Head Coach is required to contact the Umpires or the Umpire Co-coordinator of the respective league to inform him or her of the cancellation.
- (b) It is the responsibility of the Home Team Coach to contact the League Convener and request possible rescheduling of cancelled games. The Umpire Co-ordinator is to arrange for the umpires for the re-scheduled game.

11.0 PLAYER SAFETY

- (a) All players must wear long pants or baseball pants during all games and practices. No shorts are allowed.
- (b) Plastic cleats, rubber or metal cleats are permissible.
- (c) All players must wear a protective cup (Jock or Jill).
- (d) All players who bat, are runners on the bases, or are in the batter's circle waiting their turn to bat, must wear a helmet. A chin strap optional
- (e) 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 been on the bases.
- (f) Only the batter and on-deck hitter and coach are allowed on the field during their offensive inning. All other staff must remain in the dugout or in the warm-up area off – field
- (g) Equipment not in immediate use must remain off-field

12.0 PLAYER AND COACH CONDUCT

- (a) Continued, prolonged or chronic harassment of officials/opposing team members, or conduct considered detrimental to the best interests of the EBA or its associations by a team, player, coach or manager before, during or after a game, shall subject the offender(s) to forfeiture of the game and further penalty as deemed necessary by the EBA Council.
- (b) Any player, or coach who is ejected from a game by the umpire, is automatically suspended for the next scheduled game
- (c) A 2nd ejection by the same individual during the season will result in an automatic 2 game suspension. See PAGES 7-10 Discipline & Protest
- (d) That the use of all tobacco products (including smokeless), alcohol, illegal drugs, by all on-field participants (players, coaches, managers, umpires etc.) be prohibited at all competitions sanctioned by the EBA, **PENALTY: Automatic ejection from the game.**

12.01-Head Coach Responsibilities

- (a) Each manager and head coach is responsible for the behaviour of all players, coaches and spectators with their team. Should all present, roster listed, coaches be ejected the game will be forfeited
- (b) **Home & Visiting team manager/coach must report game score, ejections, and protests, to the series convener and or VP of the division within 24 hours of the scheduled game start.** When reporting an ejection the following information must be provided to the Convener: Name of the player/coach; name of the team, the division the team is in; name of the Area Association; the nature of the offence; the name of the umpire(s) and the date of the offence. **PENALTY: One (1) game suspension**
- (c) **The team manager and/or coach of each team shall have the umpire(s) sign their names on the scorebook at the plate after the completion of the game. The umpire(s) must also print their names above the signature.**
 - a) **DUGOUTS:** Regardless of the prior condition, you must leave dugouts clean. Clean up all trash from the dugouts before you leave. We need to show that we care for our facilities. **CLEAN UP THE DUGOUTS!**
 - b) **FIELD MAINTENANCE:** It is every team's responsibility to groom the field after play. Fill in holes at the mound and Home plate areas as well as sliding paths. Depressions left in the field lead to faster degradation of the field. In the event of overnight rain or irrigation systems these lower areas will fill with water and result in poor or unusable field conditions the following day. **LEAVE THE FIELD THE WAY YOU WOULD LIKE TO FIND IT!**