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Bantam Division Rules

revised May 16, 2017.

Official Playing Rules

1. All House League games shall be played in accordance with Official Rules of Baseball, as set forth by Baseball Canada, except where modified by the rules contained in this document, BOMBA Rules, Rules and Regulations of Central Ontario Baseball Association (COBA) or Ontario Baseball Association (OBA). This includes no use of electronic devices on the playing field by players, coaches and game officials, electronic devices may be used in the dugout.

Bantam Division at a Glance

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| Game start time | 6:00 p.m. or 8:30 p.m. |
| No new inning time | 8:00 p.m. or 10:30 p.m. |
| Drop dead time | 8:25 p.m. or 10:45 p.m. <i>*If the early game cannot be completed by 8:30pm, or the late game cannot be completed by 10:45pm for any reason, then the game will revert back to the end of the last complete inning and that score will stand unless the home team has tied or taken the lead in the last inning played even though three outs have not been completed. In this case the game will be recorded as a tie or a win for the home team.</i> |
| Number of innings | 7 |
| Minimum number of innings of play per player | 3 |
| Maximum number of innings pitching | 3 consecutive innings |

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| Maximum number of pitches per game | 90 |
| Maximum number of innings at pitching, catching or combination of both | 5 |
| Over Ager maximum number of innings at pitching, catching or combination of both | 3 innings in total |
| Minimum number of players to play the game | 8 |
| Minimum number of innings | 4 (3.5 if the home team is in the lead) |
| Mercy Rule | <ul style="list-style-type: none"> • The team at bat will be retired either when there are three outs made or when three (3) runs have crossed the plate(1st and 2nd innings only) • Five runs for all other innings have crossed the plate. • The five run mercy rule will not apply after the last inning. If an umpire judges that a game will be shortened due to time limitations, darkness or inclement weather, he may, at his discretion, waive the mercy rule at the beginning of the final inning to be played. The umpire may waive the mercy rule in the bottom half of the final inning provided the rule was not applied in the top half of that inning. • In addition to this mercy rule any team with a 10 or more run lead at the end of any complete inning, from the 5th inning on, will be declared the winner. |
| Pitching distance | 60.5 feet (18.4 meters) |
| Base distance | 90 feet |
| Bats | There are no weight restrictions on any type of wood, bamboo or composite bats. For all other bats, the maximum drop weight allowed is drop 5. <i>All bats used must be baseball bats.</i> |

Equipment

1. Uniforms: Players must wear the uniform issued by their respective Association, on their top layer of clothing, for all league games and finals. Players showing up for a game wearing a different shirt, pants or different coloured cap of their own choosing WILL NOT BE ALLOWED TO PLAY. The coaches will ensure that all of their players are wearing proper uniforms. Players losing any part of their issued uniform must arrange with their coach to purchase a replacement.
2. Compression sleeves: Pitchers may wear a compression sleeve on one or both arms, however the sleeves cannot be grey, white or distracting in nature. Pitcher's sleeves must be one solid colour. (The same rule applies to clothing worn underneath the uniform for warmth, ie sweatshirt, or for any other reason).
3. Gloves: The catcher must wear a catcher's glove. The first baseman shall be permitted to wear a trapper or fielder's glove. All other fielders must wear fielders' gloves.
4. Balls to be used are provided by the Association.
5. Helmets: A batting helmet with flaps on both ears shall be worn when base running. Chinstraps on batting helmets are at the discretion of the batter and coach at the Midget level. If the chin strap is present, it must be worn properly.
6. Players may wear running shoes or non-metal cleats. Metal cleats are allowed. Athletic protection (jock/jill) must be worn by all players. Coaches are strongly encouraged to ensure that their players are wearing protection.
7. Catcher's Equipment: A catcher shall wear a helmet, a mask with a throat protector, chest protector and shin pads during games and warming up the pitcher at any time, this includes practices.
8. Coaches and players warming up a pitcher MUST wear a face mask., anywhere in the park, including behind the dugout or in the bullpen.
 - a. Penalty: First offence: verbal warning. Second offence: The offending person **WILL BE EJECTED.**

Teams

1. Each team shall have a starting lineup of at least 8 players. A maximum of 9 players can be fielded defensively. All players will be placed in the batting lineup and will take their turn to bat.
2. Any player who is called up to play, must bat at the bottom of the batting order.
3. There shall be no penalty for players arriving late to the game. He/she shall be added to the bottom of the batting order at any point of the game.
4. No player can sit a second inning until each player on the team has sat once, excluding the starting pitcher, provided he/she is still pitching in the third inning. Once the starting pitcher has been pulled from pitching, a player cannot sit a second inning until the pitcher has sat once. If a pitcher is pulled mid-inning and moved to the player bench, this is not counted as an inning sat. (He/she played during the inning). No player should sit two consecutive innings, barring injury.
5. In Bantam, no player can play a third inning of outfield until he/she has played one inning in the infield. Pitching and catching are considered infield positions. The turn in the infield should be a complete inning, barring injury.

6. Offensively, all players shall be included in the line up and take their turn at bat.
7. Any player called up cannot play more innings than the least number of innings played by a regular rostered player.
8. Only the manager or coaches of the offensive team shall be permitted in the coaches boxes at the 1st and 3rd place. Any person occupying the coaches box, who is under 18 years of age, must wear a coaching helmet.

Pitching Rules:

1. A pitcher may pitch a maximum of 100 pitches or three innings per game. One pitch constitutes an inning.
2. Innings pitched must be consecutive
3. A pitcher may not be reinserted back into the game as a pitcher if pulled.
4. If the limit is reached while facing a batter, the pitcher may complete pitching to the earliest of: (i) the completion of the batter or (ii) the end of the inning.
5. Any player called up will not be allowed to pitch.

Pitch Counting:

1. The official scorekeeper or designate shall be the official pitch count recorder.
2. This recorder must provide the current pitch count for a pitcher when requested by either manager or umpire.
3. The official pitch counter shall inform the home plate umpire when a pitcher has delivered his/her limit of pitches for the game. The home plate umpire will then notify the pitcher's manager that the pitcher must be removed.
4. Note: It is the responsibility of the manager to remove a pitcher when a pitcher is no longer eligible, even if the pitch count recorder and/or umpire fail to notify the manager.

Catching Rules:

1. A minimum of two catchers must be used per game and the innings caught must be consecutive to a maximum of four innings per catcher. If the game is called after four complete innings, this rule does not apply.

Prior to the Game:

1. Prior to start of each game, coaches shall submit their line-up including all players, and each team must bat through this line-up in subsequent innings.
2. The COACH shall check the line-ups of both teams to ascertain that all players whose names appear in the opening line- up and alternate spaces are listed to play
3. Any discrepancy must be reported to the plate umpire before the game starts. The umpire will confer with an offending coach to have the necessary corrections made.
4. Both teams are to submit a Defensive and Offensive line-up prior to the start of the game. These line-ups MUST adhere to ALL rules regarding player positions in the field and in the batting order. Failure to provide both line-ups, will result in the game not being played until both teams adhere to this rule. Should a team fail to provide the above

mentioned line-ups, within fifteen minutes (15) after the start of the game, that team will then forfeit the game.

Scorekeeping:

1. Each team must have a scorekeeper, who should inform the players of their batting position, keep track of each player's progress on the bases and number of innings sat out, record the number of runs in each inning and record when changes are made in the lineup.
2. One scoresheet is required for each team.

Game:

1. The home team, as determined by the schedule, shall take the third base dugout and start the game as the defensive team, while the visiting team shall use the 1st base dugout and start the game as the offensive team.
2. The coaches, captains and umpires should meet at the home plate 10 minutes before game time, to go over grounds rules. It is at this time that a coach with an over age player, shall declare this to the umpire and the other team. Batting lineups should be exchanged at this time.
3. Games shall start at the time specified, unless a team does not have the minimum 8 players present. If a team cannot field 8 players at game time, then a 15 grace will be given. No additional time will be added to the end of the game to reflect this time.
4. When there are 2 out in an inning, the catcher for the next inning shall start putting on the catcher's equipment. A two out catcher's rule, should be used if he/she is on base, and the last out should be put on the base as the base runner and the catcher should start putting his/her equipment on to keep the speed of the game moving.
5. Umpires will give one warning per pitcher before calling a balk.
6. Pitchers who hit 2 batters in an inning will be removed from the inning. Pitchers who hit a third batter in a game, cannot pitch again in that game.
7. If dead ball comes into effect mid-inning, the game will return to the last complete inning of play unless the home team takes the lead.
8. In the event that a game is terminated before the end of the 3rd inning, the score will revert back to what the score was at the end of the last complete inning, unless the home team has taken the lead. If less than 3 complete innings were played, the game is considered incomplete and a makeup game will be scheduled.
9. During the regular season, all tied game scores will stand and no extra innings will be played. Tournament Play and Play Off Play will have additional rules provided to coaches and officials prior to the event.
10. Baserunners must try to avoid tags by sliding or evading the defensive player, otherwise the offensive player will be called out, even if the runner reaches the bag safely.

Umpires

1. The decision of the umpire shall be final. The managers of each team are entitled to ask for time and if granted, may approach the umpire for explanation or clarification of a decision. These questions must not include questioning of called balls or strikes, foul or fair balls, safe or out decisions.
2. The umpire has the authority to eject any player, coach or manager for repeatedly objecting to decisions or for unsportsmanlike conduct or language. The umpire may also order a coach or manager to ask a spectator to refrain from heckling or the use of foul language. **New is 2016, an umpire can place a coach into "bench restriction" where the coach can remain in the game, but cannot leave the area of the bench, for the remainder of the game. A coach may enter the field in the case of player injury, and to shake hands at the completion of the game. Non-compliance could lead to the game being forfeited to the non-offending team.
3. The umpire may terminate the game before its completion for reasons of darkness, bad weather, dangerous field conditions, etc.

Weather Conditions

1. Unless notified prior to the start of the game of a cancellation due to weather, please show up to all scheduled games with the anticipation of playing.
2. Please check the website, Facebook and Twitter, as we will try to post cancellations on bad weather days.
3. Lightning/Thunder: Please remember the baseball season is a prime time for thunderstorms, so be aware of lightning/thunder:
 - Determine the threat of lightning or thunder in your area.
 - **SEEK SHELTER IMMEDIATELY.**
 - After the last lightning flash/roar of thunder, wait **30 minutes** before leaving shelter. Half of all lightning deaths occur after the storm passes. Stay in a safe area until you are sure the threat has passed.

Score Reporting

1. The home coach must report game scores to the Scheduler before 9:00 am the following morning. The information will include details such as Date, Park, Division, Team Name, Scores and the number of umpires. e.g. July 6, - Greenwood- Mosquito - Blue Jays 4- Athletics 3 - 2 umpires

Rainouts

1. All rained out games or cancelled games must be rescheduled or the scheduler will award one point to each team.
2. Rescheduling is the responsibility of both team coaches.
3. Coaches must contact the game scheduler and responsible House League Director.
4. No four-point games are to be played.

