



SELECT ONTARIO BASEBALL ASSOCIATION

Sanctioned Tournament Rules 2014

TOURNAMENT RULES AND REGULATIONS

Please note there are specific rules applying to Rookie Ball play as well as these general tournament rules applying to all SOBA Sanctioned Tournament participants. Rules specifically applicable to Rookie Ball are an additional attachment.

1. OFFICIAL RULES

- 1.1 The playing rules for all scheduled games shall be the "Official Rules of Baseball" - Except as detailed below.
- 1.2 SOBA Sanctioned Tournament Rules **cannot be changed or amended** without approval of the SOBA Tournament Rules Chair.

2. ELIGIBILITY

- 2.1 An OBA carded player, playing regularly for his OBA registered team as defined by the member association, is **not** eligible.
- 2.2 OBA teams may be accepted in accordance with the SOBA – OBA agreement as outlined on the SOBA website.
- 2.3 All roster players must have OBA insurance; this applies to all team entries.

3. TEAM ROSTER

- 3.1 All teams should register with the site Convenor at least **ONE HOUR** prior to their first game.
- 3.2 A team roster listing all players, coaches and sweater numbers must be presented to the Tournament Director at the time of registration.
- 3.3 A copy of each player's **proof of birthdate** must accompany the roster (Refer to "Age Limitations").
- 3.4 There is a limit of 18 rostered players and up to 4 coaches. However there will be a limit of 18 awards per team.
- 3.5 Junior players are required to provide proof of age using government issued photo identification i.e. drivers license, photo health card etc.
- 3.6 **Age Limitations - The 2014 levels are as follows:**

2005 (or younger)	Rookie	1999-2000	Bantam
2003-2004	Mosquito/Tyke	1996-1998	Midget
2001-2002	Pee Wee	1993-1995	Junior

Where the association/club permits it, players will be allowed to play up at all levels.

- 3.7 The home team will supply the official scorekeeper if one is not supplied by the tournament officials. Prior to the start of each game, a player line-up with sweater numbers and surnames listed **must** be provided to the scorekeeper and exchanged with the other team.
- 3.8 The official scorekeeper supplied by the "home team", must turn in the game score sheet (white copy) & the pitching count sheet to the convener at the end of the game, both must be signed by both teams.
- 3.9 Any player arriving late maybe added to the bottom of the batting order, provided their team has not completed one rotation through the batting order or the game has completed two innings.
- 3.10 All eligible players present at the game shall be listed on the team's line-up sheet and must play a minimum of two innings in a defensive position within the first four innings, unless injured during that game. Any exception to this rule must be brought to the attention of the convenor, umpire &

opposing team attention before the start of the game (**PENALTY**-The game is a forfeit & the COACH/MANAGER SUSPENDED FOR REMAINDER OF GAME PLUS NEXT GAME).

- 3.11 No player will be listed on the game line-up if that player is unable to play a defensive position (**PENALTY**-COACH/MANAGER SUSPENDED FOR REMAINDER OF GAME PLUS NEXT GAME). All players listed on the line-up sheet will bat.
- 3.12 All players will bat in the order as presented to the official scorekeeper prior to the start of each game.
- 3.13 Clarification of "Injured during that game." Any player leaving the field due to an injury **must** remain out of the game for at least a complete defensive inning, before re-entering the game in a defensive position. A player unable to take their turn at a bat, after having been removed from the field due to an injury, will be removed from the line-up and further play in the game (this is not an out nor is it considered batting out of a turn).
- 3.14 A batter or runner may not have a pinch runner unless injured during their turn as a batter or runner. The designated pinch runner will be the last recorded out. If this occurs before any outs then it will be the last player in the line up.

4. PITCHING RULES

- 4.1 Any player advancing to play in a higher series shall be restricted to the pitching rule of the series in which he/she is registered.
- 4.2 In Mosquito/Tyke games, the number of trips to the mound by manager/coach shall not be limited except where the umpire rules that the purpose of the trip is to delay the game.
- 4.3 In Pee Wee games a third trip by a manager/coach to the same pitcher in the same inning shall result in the pitcher's automatic removal from the pitching position
- 4.4 In Mosquito/Tyke & Pee Wee games, a pitcher once removed from pitching, regardless of the number of trips to the mound by the manager/coach, may continue in the game at another position, but shall not be permitted to return to pitch in that game.
- 4.5 For Bantam to Junior, a second trip by a manager/coach to the same pitcher in the same inning shall result in the pitcher's automatic removal from the pitching position. The pitcher, once removed may continue in the game at another position but shall not be permitted to return to pitch in that game.

Pitch Count Limitations

- 4.6 A pitcher may not pitch more than the following limits in a calendar day. If the limit is reached while facing a batter, the pitcher may pitch to the earlier of: (i) the completion of that batter or (ii) the end of the inning.

Mosquito/Tyke	70 pitches
Pee Wee	80 pitches
Bantam	90 pitches
Midget & Junior	100 pitches

- 4.7 If a pitcher throws more than the following limits in a calendar day he/she cannot pitch the next day, - the player must have 2 nights rest.

Mosquito/Tyke	45 pitches
Pee Wee	55 pitches

Bantam	65 pitches
Midget & Junior	75 pitches

- 4.8 Where the team has multiple games on the same day, if a pitcher throws more than the following limits during a game, or combination of games the pitcher may not pitch again in a subsequent game that day. Pitchers can still throw the designated maximum pitch count in a day so long as the aforementioned multi games in a day limits have not been exceeded.

Mosquito/Tyke	45 pitches
Pee Wee	55 pitches
Bantam	65 pitches
Midget & Junior	75 pitches

- 4.9 At the Mosquito/Tyke division level Balks are not to be called. Should pitchers balk (e.g. double set or not pause) umpires will indicate such infractions to the coach between innings. In the Pee Wee division, umpires will be advised by the tournament director to call balks on a pitcher only after that pitcher has been warned of an infraction and an explanation has been given to that pitcher by the umpire.
- 4.10 No balk warnings will be issued at Bantam, Midget and Junior divisions.
- 4.11 If a balk is called but the pitcher throws the ball it will count as a pitch thrown, even if it is not counted as a pitch for ball/strike purposes.
- 4.12 The official pitch count recorder 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.
- Note:** It is the responsibility of the manager to remove a pitcher when that pitcher is no longer eligible, even if the pitch count recorder and/or the umpire fail to notify the manager.
- 4.13 If a team has no remaining players eligible to pitch in a game, the opposing coach may designate a player who has not yet pitched in the game. This pitcher may not throw more than 30 pitches.
- 4.14 Illegal pitching **penalty**: Where a player throws more pitches than is permitted or pitches without the required rest or pitches three consecutive days, the player's team shall forfeit the game. A second violation by a team will result in the manager/head coach's indefinite suspension.

- 4.15 (i) At Mosquito/Tyke, Pee Wee and Bantam a pitcher may not pitch on 3 consecutive days.

- (ii) At Midget, pitchers may not pitch on 3 consecutive calendar days unless:
1. The pitcher threw 30 pitches or less on each of the first two days.
 2. The maximum number of pitches which may be thrown on the third day is 50.

- (iii) At Junior, there is no restriction on pitchers pitching on 3 consecutive calendar days.

- 4.16 At Mosquito/Tyke and Pee Wee, a player may not be a pitcher and a catcher in the same game.
- 4.17 Mosquito/Tyke teams are not allowed leadoffs. A base runner will not leave a base until the pitched ball leaves the pitcher's hand. (**PENALTY: THE RUNNER IS OUT AND THE BALL IS DEAD IMMEDIATELY WHEN THE RUNNER LEAVES THE BASE.**)
- 4.18 In the case where a game is suspended for whatever reason, on one day & resumed on a second day, pitches shall count on the calendar day on which the pitch is thrown (i.e. both parts of the game shall be considered on separate days). Where weather or other reasons cause the delay or

postponement of a game or games, the time of the delay can count towards the nights rest required under 4.7 & can constitute a break in the 3 consecutive day rule under 4.16.

5. CURFEW

- 5.1 The number of innings in a complete game will be seven for Mosquito/Tyke - Junior. An inning shall be deemed to have started immediately after the last out in the bottom of the previous inning has occurred
- 5.2 No new inning will start after one and three quarters (1¾) hours from the first pitch. However, if a new inning starts prior to the time curfew, the inning must be completed. At the Midget and Junior levels, the curfew is set at 2 hours. Except if the visiting team is unable to tie or go ahead of the home team after having played the top half of an inning that extended beyond the curfew then the game is considered complete and the home team does not go to bat as they have already won the game and have secured the two points for the win.
- 5.3 The official time start is to be determined by the umpire and reported to the official game scorekeeper.
- 5.4 Tied games will be permitted during preliminary games.
- 5.5 The Semi final & Championship game(s) are not subject to the time curfew limits and will be full games to determine a winner except in instances where the mercy rule is applicable. (*This also applies where there is a consolation final game.)
- 5.6 In the event of a delay during tournament play due to rain or darkness and prior to that game becoming official (3½ or 4 innings. See Mercy Rule below), the game will be suspended unless Time Restraints are imposed (See 5.2 above).
- 5.7 The game will be resumed from the point of suspension. The defensive team must resume their exact positions on the field.

6. MERCY RULE

- 6.1 If the home team is ahead by 10 or more runs after three and a half innings, or at any time beyond this point, the home team will be declared the winner.
- 6.2 If the visiting team is ahead by ten or more runs after four or more complete innings, the visiting team will be declared the winner.
- 6.3 A game forfeit will be declared and a score of 7 - 0 will be recorded if a team is unable to field a team of nine players at the scheduled starting time, or at any point during the game.
- 6.4 The scheduled starting time may be at the discretion of the site convenor.

7. GENERAL

- 7.1 At the beginning of each game, the home and visiting team designation will be decided by a coin toss. The team coming the greater distance will make the call.
- 7.2 All players and coaches will be dressed in a baseball team uniform as issued by their home association, minimum coach's uniform being an association issued golf shirt or a T-shirt and a cap. (Association logo or name must be identifiable).

- 7.3 Metal cleats will be allowed at the Bantam, Midget and Junior levels.
- 7.4 Midget & Junior levels will use Wood or Wood composite bats with a maximum minus 3. The minus 5 bat restriction applies for Bantam level only.
- 7.5 No smoking or use of tobacco products is permitted on the playing field, in the dug outs or in the immediate vicinity of the dugouts, (this applies to coaches, players & umpires). City smoking bylaws must be obeyed.
- 7.6 Absolutely no alcoholic beverages allowed in public parks where SOBA games are played.
- 7.7 **Protests:** Any protest once a game has started, that requires the Convenor's intervention, will be settled on the field at the time the problem occurs. *There will be a protest fee of \$75.00, paid in cash, to be lodged with the site convenor before the protest may be heard.* This fee will be returned if the protest is upheld. *Judgement calls by the Umpires cannot be protested.*
- 7.8 The tournament convenor has the ultimate authority relating to any matter that requires a ruling or clarification. Game delays due to protests do not invalidate the curfew rule (the clock keeps ticking).
- 7.9 **Ejections:** 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; if this occurs refer to Rule 6.3.
- 7.10 In the event a player or coach is ejected from a game, the individual must leave the diamond and no longer be involved in that game. The player, coach or manager ejected from the game is suspended for the next scheduled game.
- 7.11 Tournament convenor will review all ejections for possible additional suspensions. These additional ejections will be advised within 30 minutes of the completion of the game of the ejection. However, it is the responsibility of the head coach to find out about the possible increased suspensions of any suspended coaches or players.
- 7.12 The umpires, who umpire a game where an ejection occurs, shall file an ejection report with the convenor of the tournament within 2 days.
- 7.13 The tournament convener reserves the right to alter and/or revise any game start times necessary to ensure completion of the games
- 7.14 No infield warm-up will be allowed. All pre-game warm-ups may take place on the outfield grass (if available) or at other safe and appropriate locations.
- 7.15 Substitutions are only allowed at the end of an inning except for an injured player or pitching change.
- 7.16 *All* catchers are required to wear full catcher's equipment and catcher's mitt during the game and warm-ups in all divisions, except Rookie Ball where the use of a catcher's mitt is optional.
- 7.17 Coaches or players warming up pitchers either on the field between innings or in the 'bull pen' must wear a protective mask.
- 7.18 It is mandatory that all players wear a protective athletic support.
- 7.19 The batter shall wear a protective helmet while on deck, at bat or running the bases. The helmet may not be removed until the batter is retired, has crossed home plate and left the field of play or the half inning has been completed. Should the batter/runner remove the helmet before leaving the field while the ball is in play, they will be declared out.

- 7.20 At the Bantam, Midget and Junior levels batting helmet chin straps are optional.
- 7.21 Teams should be given a minimum of 30 minutes from the time of completion of the last game that they played until the start of their next game. If a team must travel from another location, appropriate travel time shall be added to the 30-minute period.
- 7.22 The tournament convener reserves the right to alter and/or revise any game start times necessary to ensure completion of the games.
- 7.23 **Diamond Layout**

<u>Division</u>	<u>Base Distances</u>	<u>Pitching Rubber Distances</u>
Rookie	65 feet	44 feet
Mosquito/Tyke	65 feet	44 feet
Pee Wee	75 feet	50 feet
Bantam	90 feet	55 feet
Midget & up	90 feet	60 feet 6 inches (Mound required)

- 7.24 *Any exception to these diamond layouts must be approved by SOBA and all participating teams must be made aware of the changes.
- 7.25 SOBA, hosting Baseball Associations and the host Cities will not accept responsibility for accidents, injuries or loss during this tournament.
- 7.26 Mosquito/Tyke teams entering this tournament should note the following rules:
- A) A batter can run on a dropped third strike.
 - B) The Infield Fly rule will apply.
 - C) Balks will not be called. See pitching rules 4.8.
 - D) Mosquito/Tyke teams are not allowed leadoffs. See pitching rules 4.17.

8. **ADVANCEMENT TO CHAMPIONSHIP ROUNDS**

Standing will be determined by number of points obtained: Win = 2 pts, Tie = 1 pt, Loss = 0 pts.

9. **TIE-BREAKING FORMULA**

The following tie breaking rules will be used for each placement independently:

- A winner of head to head game;
- B team with the lowest runs against ratio (runs allowed/number of **defensive innings** played);
- C team with the highest runs for ratio (runs scored/number of **offensive innings** played);
- D coin toss, team farthest away calls it

Rookie Ball Specific Rules

The following rules apply specifically to the Rookie Ball division in addition to the other tournament rules stated herein:

Prior to the start of each game, a player line-up (maximum 18 players) with sweater numbers and surnames listed must be provided to the scorekeeper. The first ten batters must also play a defensive position in the first inning, the additional player being an outfielder. (**PENALTY: HEAD COACH IS EJECTED**).

RK 1 Rookie Ball Pitching Rules:

- RK.1.1 A circle; eight (8) foot in diameter with its centre at 44 feet from home plate, will surround the pitching machine. The pitcher must stand beside the pitching machine outside the safety circle and behind the release point of the pitching machine. Lines shall be drawn from the release point to 4 ft. beyond the circle. The pitcher must have both feet on the white line **or within 4 ft behind the line** until the ball is released from the machine.
- RK.1.2 The machine speed will be set at 40 mph. A coach will operate the machine. A regulation baseball approved for Mosquito//Tyke will be used.
- RK.1.3 If a batted ball hits the machine, the ball is dead; the batter is awarded first base and any base runner is moved who is forced to advance by the batter being awarded first base.
- RK.1.4 The pitcher must stand beside or behind the pitching machine outside the safety circle. The pitcher must wear a regulation batting helmet designed by the manufacturer with a face mask and chinstrap attached to protect from an errant ball that hits the machine.
- RK.1.5 Each batter will receive a maximum of 5 pitches. If the batter does not hit a fair ball within five pitches, he will be declared out. If the batter has two strikes and misses the third strike he will be declared out. A foul tip with two strikes will be a third strike if the ball is caught and the batter will be declared out.
- RK.1.6 A strike is a pitch which the batter swings at and misses or is a foul ball. There are no called strikes.
- RK.1.7 A pitch which is over the batter's head or bounces in the dirt will be ruled a 'no pitch' unless the batter swings at the pitch.
- RK.1.8 Batters cannot obtain a base on balls.
- RK.1.9 **To stop defensive play, any** infielder who has control of the ball and is standing within the understood boundaries of the infield, can ask for time to be called. Note: The ball does not have to go back to the pitcher before an infielder may ask for time. Time will be granted at the umpire's discretion & may not be granted if a "baseball play" is still underway.

RK.2 Rookie Ball Play:

- RK.2.1 All players present shall be listed on the team's batting line-up and shall bat in that order. Any player arriving late maybe added to the bottom of the batting order, provided their team has not completed one rotation through the batting order or the game has completed two innings. (PENALTY-COACH/MANAGER SUSPENDED FOR REMINDER OF GAME PLUS NEXT GAME).
- RK.2.2 A game forfeit will be declared and a score of 7 - 0 will be recorded if a team is unable to field a team of 9 players at the scheduled starting time, or at any point during the game.
- RK.2.3 Bunting is not permitted (PENALTY - BATTER IS OUT).
- RK.2.4 Stealing is not permitted. (PENALTY - RUNNER IS OUT).
- RK.2.5 Runners may not lead-off until the ball is hit. (PENALTY - RUNNER IS OUT).
- RK.2.6 Base runners may only advance on a ball which is hit in fair territory or a foul ball caught in play. Usual rules apply about tagging up before advancing and at their own risk would apply to caught foul balls. Base runners may not advance on a passed ball or a pitched ball returned to the pitcher by the catcher.
- RK.2.7 An inning will end when three outs are made.
- RK.2.8 The infield fly rule does not apply.
- RK.2.9 All catchers are required to wear full catcher's equipment during the game and during warm-ups. Use of a catcher's mitt is optional.
- RK.2.10 A defensive coach may call one infield conference per inning.
- RK.2.11 MERCY: If the home team is ahead by 15 or more runs after three and a half innings, or at any time beyond this point, the home team will be declared the winner. If the visiting team is ahead by 15 or more runs after four or more complete innings, the visiting team will be declared the winner.
- RK.2.12 No player may enter the circle surrounding the pitching machine in an attempt to field the ball. This will be a dead ball and all runners & including the batter runner will be awarded one base.
- RK.2.13 The coach operating the pitching machine may instruct the batter before feeding the machine, but shall not instruct runners during the play. Penalty: the coach shall be warned. If the action continues, the coach will be removed from the game.