



Baseball Oakville
2014 Junior Rookie Ball Challenge
Team Information Package



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Tournament Rules

The Ontario Baseball Association (OBA) constitution and its' official rules will apply with the following amendments or notes:

Team Roster

1. Teams must provide their four digit OBA number and have a copy of affiliate-approved or OBA approved rosters with them – details all players, coaches and sweater numbers.

Line-Ups and Scoring

2. OBA line-up card and score sheets will be used.
3. Home team will be designated official scorer.
4. Line ups should be exchanged at least 15 minutes before game time, on the official form provided.
5. Score sheets must be signed by the umpires and a coach from both teams.
6. Score sheets will be collected by the convenors at the conclusion of the game.
7. Home team will be determined by schedule for Round Robin and Semi Final games.
8. Home team for the Championship game will be determined by coin toss, 15 minutes prior to the start of the game.

Diamond Layout

9. Base distances of 65 ft.
10. The pitching machine is placed directly in front of home plate at a distance of 44 ft.
11. An 8 ft. diameter safety circle shall be marked off directly in front of home plate and its centre shall be 44 ft. from home plate.
12. No player is permitted to enter the safety circle, which is considered a dead ball area. Enter means that any part of the body enters the safety circle.



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13. Electrical cord must run along or under the ground from the pitching machine to the electrical source.
14. The machine speed will be set at 40 mph. A coach will operate the machine.
15. A regulation baseball approved for Tyke/Mosquito will be used.

Rookie Ball Playing Rules per OBA

16. The pitcher must stand beside the pitching machine outside of 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 or within 4 feet behind the white line until the ball is released from the machine. Once the ball is released from the machine, the pitcher may move in front of the line, but may not move through the circle. Only the pitcher may return a live ball to the operating coach with runners on base. The pitcher must wear a NOCSAE approved batting helmet with a facemask and chinstrap attached as designed by the manufacturer. Neither the pitcher nor any other player may in any way break the plane of the 8 foot diameter circle around the machine whether stepping on the circle line or reaching into the circle while in an attempt to field a ball. Play will be called dead and 1 base will be awarded. All other forced runners will move 1 base.
17. Infielders can ask for time in the infield area. Time will be given at the umpire's discretion when continuous action from the play has stopped. **NOTE:** The ball does not have to go back to the pitcher before an infield may ask for time. Continuous action ends when the defense stops trying to field the baseball, and the offense stops trying to advance.
18. Until the ball is fed into the machine, outfielders shall position themselves at least 15 feet beyond the base paths.
19. The pitching machine speeds cannot be altered except at the end of an inning. Any tampering with the machine speed by the coach feeding the machine shall result in the coach's immediate ejection. If the machine speed is erratic, it shall be corrected by the umpire. (This may be done at any time.) Machine speed is a maximum of 40 mph and a minimum of 35 mph. Height can be adjusted at any time.
20. Each batter shall receive a maximum of 5 strikes as called by the umpire. The batter shall not be called out if the 5th strike is called a foul ball. If a ball crosses the plate



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over the batter's head or bounces into the dirt, the umpire will not count it as a strike unless the batter swings at the pitch.

21. Batters cannot walk or bunt. (Bunts are automatic outs.)
22. There shall be no passed balls or wild pitches.
23. Base Runners cannot leave the base until the batter makes contact with the ball. If an infraction occurs, the ball will be declared dead and runners may not advance. One (1) warning will be issued and for any further infractions Thereafter the runner will be called out. (Each team may receive 1 warning). No stealing allowed.
24. If a batted ball hits the pitching machine or any adult in the playing field, then the ball is declared dead and the batter is awarded first base with the corresponding move of any base runners that may be forced to move. The coach feeding the machine must not interfere with any play being made by the defensive team. Otherwise, the batter will be called out and the runners will be returned to their base of origin. In case of the third out the side is retired.
25. When a thrown ball hits the pitching machine or the cord within the circle, then the ball is declared dead and each base runner (including the batter-runner) shall advance one base from the time the ball becomes dead.
26. The plate umpire shall be behind the catcher. The second umpire is the traditional base umpire.
27. The on deck batter, the batter and base runners must wear a prescribed protective helmet with flaps covering both ears. Chinstraps are mandatory and will be worn as designed by the manufacturer. Helmets may not be changed except after the inning has been completed, or the player has been retired or has crossed home plate.
28. Shoes with metal cleats are prohibited.
29. All catchers are required to wear a mask with throat protector, helmet, chest protector, shin guards, cup and cup type supporter during the game and during any warm-up, machine set-up, etc.



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30. In addition to wooden bats, metal bats shall be allowed in OBA play. Except with respect to diameter, these bats shall meet the dimensional requirements specified in Rule 1:10 of the Official Rules of Baseball. The maximum diameter of the bat barrel may be 2 $\frac{3}{4}$ ".
31. All players in uniform (OBA rostered) must be put in a continuous batting order, with the bat person being the exception.
32. A coach/manager may only communicate positive instructions to his/her players on the field.
33. An inning will be 3 outs or a maximum of 7 runs.
34. The infield fly rule does not apply.
35. The coach operating the pitching machine is required to wear a baseball helmet. 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.
36. Batters at Rookie Ball must drop the bat and not throw it (intentionally or unintentionally) upon hitting the ball. Penalty, each team shall be entitled to one warning per game. After the warning, any further offences by a team shall result in the batter being declared out, the ball being dead and runners returning to their bases. If prior to a team's warning, a batter throws the bat resulting in an injury, the ball is dead and play shall be halted and the team will receive its warning. The player's at bat will continue. Note: The pitch will not count as one of the batter's 5 strikes.
37. Once time has been granted by the umpire, the ball is returned to the Offensive Coach within the pitching circle. At this time, the plate umpire should say "Play" to make the ball live. The defensive pitcher may ask the offensive coach for the ball so he/she can make an appeal by tagging the base or the runner and indicating to the umpire the runner missed the base/left early/etc. The offensive coach must give the ball to the defensive player when requested. As per the Official Rules of Baseball, appeals must be made while the ball is live on either the base that was missed by a runner or the runner – as long as the defense indicates clearly than an appeal is being made.

Tournament Game Play Rules

38. Games will be seven (7) innings in length.
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39. No new inning will start after 1 hour and 45 minutes have elapsed from the time of the first pitch.
40. The Umpire should notify both teams and the scorekeeper of the time of the first pitch.
41. All Championship Sunday (Semi Finals and Championship) games will be seven (7) innings with no time limit.
42. Tie games will be allowed to stand in pool play.
43. There will be NO extra innings in pool play.
44. There will be no pre-game warm ups on the infields.
45. In all games an 18 run mercy rule will apply after 3 innings (2½ if the home team is ahead) and a 10 run mercy rule will apply after 5 innings (4½ if the home team is ahead).
46. The last out of the inning may be used to run for the catcher with two outs - this keeps the game moving.

Rain and Rescheduling

47. In the case of a rain or any other delay, the tournament schedule may be revised at the Convenors discretion.
48. Teams must show up ready to go regardless of weather conditions.
49. Decisions to reschedule/make up games will be communicated at Tournament head quarters, via cell phone contacts provided on the registration form and on the tournament website at:
<http://baseballoakville.com/Pages/1487/Minor Rookie Ball Tournament/>

Protests

50. The decision of the umpire is final.
 51. Protests will be resolved on the field by the Umpires in consultation with the Tournament Convenor or the designate.
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Defaults

52. Any team not able to field nine eligible players at the scheduled start time will default the game unless approved by the opposing team.
53. Games cannot be delayed due to lack of players.
54. The score of a forfeited game will be recorded as 7-0 and 5 innings for tie-breaking purposes.

Conduct and Other Items

55. Managers and coaches will be responsible for the conduct of their players and anyone involved with their team, both on and off the field.
56. Tournament awards are set at sixteen per team (Champions and Finalists).
57. Baseball Oakville and its officials accept no responsibility for the loss or damage to any equipment and/or for any injuries to any player, team officials or any other persons in the park during the tournament.



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Tournament Format

- Two (2) divisions of five (5) teams. All teams play four (4) games in the round robin.



Division A	Team No.	Division B	Team No.
Burlington Bulls	1	Georgetown Eagles	6
Pickering Red Sox	2	MNBA Tigers	7
Oakville A's	3	North York Blues	8
Markham Mariners	4	Leaside Leafs	9
Kitchener Panthers	5	Vaughan Vikings	10

Time	Game	Trafalgar Park North		Game	Trafalgar Park South	
		Home	Away		Home	Away
Friday May 30, 2014						
3:30 PM	101	1	2	102	3	4
5:30 PM	103	6	7	104	8	9
7:30 PM	105	1	5	106	2	3
Saturday May 31, 2014						
9:00 AM	107	6	10	108	7	8
11:00 AM	109	4	1	110	2	5
1:00 PM	111	9	6	112	7	10
3:00 PM	113	3	1	114	5	4
5:00 PM	115	8	6	116	10	9
7:00 PM	117	4	2	118	5	3
Sunday June 1, 2014						
9:00 AM	119	9	7	120	10	8
12:00 PM	121	Div A - 1st Place	Div B - 2nd Place	122	Div B - 1st Place	Div A - 2nd Place
2:30 PM *	123	Winner 121	Winner 122			

Note *: Home and away determined by coin flip only for this game.

- Points will be awarded on the following basis: Win – Two (2) points, Tie – One (1) point, and Loss – Zero (0) points
- Tie breaking rule:
 - Head to head record amongst tied teams
 - Team with the smallest runs against ratio (Runs allowed / Number of defensive innings played) in games among tied teams
 - Team with the smallest runs against ratio (Runs allowed / Number of defensive innings played) in all games



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4. The top two (2) teams from each division move directly on to the Semi-Finals on Sunday.
5. The two (2) winners of the Semi-Final games will advance to the Championship game. There will be no consolation games.



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Park Location

Trafalgar Park:
133 Rebecca Street
Oakville