

SOO MINOR BASEBALL ASSOCIATION

RULES AND REGULATIONS



REVISED JULY 2021

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ALL RULES, UNLESS STATED IN THESE SMBA PLAYING RULES AND REGULATIONS ARE TO COMPLY WITH THE CANADIAN AMATEUR BASEBALL RULEBOOK

R.1 GAMES

- R.1.1 Schedules will be drawn up with the date and field for each game. The Division Director will draw up Field schedule for team practice time. Game start times will be posted on schedules.
- R.1.2 A game in progress may be called by the Umpire due to adverse conditions or if there is an injury to a player.
- R.1.3 The Divisional Director or yard staff may call a game off, but must notify the coaches and Scheduler of Umpires prior to 4:30 PM on the day of the game.
- R.1.4 If a team is unable to keep a playing date, it is up to the team management involved to seek a postponement with the Division Director and the director shall notify the opposing team and scheduler of umpires, 24 hours in advance.
- R.1.5 For a postponed game, the Divisional Director shall reschedule the game for the following Sunday and notify the Scheduler of Umpires accordingly.
- R.1.6 A team will wait 15 minutes past the start time for the opposing team to field 8 players. A delay in excess of 15 minutes will cause that game's forfeiture. (Score 7-0) The teams should then have a "Fun Game". If a player arrives after the waiting time, (for the team that could not field 8 players), the game still remains a forfeiture. Umpires to officiate the fun game.
- R.1.7 Pre-Game Warm-Up: Visiting Team – 20 minutes before game time. Home Team – 10 minutes before game time and stay on the field. A team arriving late to the field automatically loses warm-up time.
- R.1.8 The Team whose dugout controls the scoreboard will be responsible for its' operation.
- R.1.9 Each player must play a minimum of 3 innings per game, and receive approximately the same average playing time for all games in the season. (14 innings minimum in any 3 consecutive games).
- R.1.10 All players on a team that are present for a game are to be included in the batting order, whether or not they are playing in the field. Players showing up late must be placed at the bottom of the batting order and may play.
- R.1.11 In 9U, 11U, 13U, 16U each player **must** play at least 2 innings in the infield per game.

LENGTH OF GAMES

- R.1.12 Seven innings constitutes a regulation game, (5 for 9U). In case a game is called after 4 innings, (3 ½ innings if the home team is leading), it shall be considered an official game. (3 for 9U). In 11U & 13U, innings will be limited to 5 runs/inning, with last inning open, as declared by the umpire.

- R.1.13 (a) No inning shall start after 8:15 p.m., except on lighted field. On lighted field, for weekday double headers, the first game shall start at 6 pm with no new inning starting after 8 pm. The second game shall start at 8:30 pm with no new inning starting after 11pm.
(b) For Rookie doubleheaders, the first game shall start at 6:00 pm with no new inning to start after 7:15 pm. The second game shall start at 7:30 pm, with no new inning to start after 8:45 pm.
(c) For weekend doubleheaders, the first game shall start at 1:30 pm with no new inning to start after 3:45 pm. The second game shall start at 4:00 pm, with no new inning to start after 6:30 pm.
- R.1.14 A 10 RUN MERCY RULE will apply to all divisions, except Rookie. If a team leads by 10 runs after 5 innings, (4 1/2 innings if the home team is leading) it will be considered a complete game. If the teams agree, the remaining 2 innings may be played for fun with no further score kept.
- R.1.15 All teams will be given a pool of call-up house league players by the Divisional Directors. Under all circumstances, permission is to be obtained from the coaching staff surrendering the player.

TIES

- R.1.16 League standings shall be based on 2 points for a win, 1 point for a tie. Ties at the end of the Regular Season will be broken down as follows:

First Place: A) Team with most wins.
B) Team with better head to head record
C) A one game playoff

Other Positions:

- A) Team with most wins
B) Team with better head to head record
C) Runs for minus runs against, between the tied teams. Higher number receives higher position.
D) Coin flip.

- R.1.17 The coach of the winning team is to turn in the score sheet summary and pitching stats to the office immediately after the game.
The Divisional Directors can obtain the scores from the score sheet summaries.
INFORMATION REQUIRED FOR BOTH TEAMS 1) Score 2) Innings pitched by each pitcher (both teams). 3) Winning pitcher. 4) Multiple hits. 5) Home runs, triples, doubles. 6) Multiple strikeouts by a pitcher.

R.2 TEAMS

- R.2.1 16U, 18U, 18+ divisions will field 9 players. For 13U, it will be determined at the beginning of each season on a year-by-year basis.
- R.2.2 9U and 11U will field 10 players.
- R.2.3 A minimum of 8 players will constitute a team throughout the entire game.

R.3 DIMENSIONS

9U, 11U/13U, 16U/18U/18+

Pitching 40-42', 44', 50', 60'6"
Bases 65', 75', 90'

Note: For games consisting of house league vs. select teams, the pitching distance will **be at their respective age group**, but the bases will be set at the farthest distance.

R.4 CONDUCT

R.4.1 All managers, coaches, and individuals are expected to respect the authority of the League Executive and game Officials.

R.4.2 A player who in the judgment of the umpire, intentionally injures or attempts to injure another player, coach, official or spectator, shall be immediately ejected and shall be suspended indefinitely. (see R.12.1)

R.4.3 Runners are instructed to slide or attempt to avoid making contact with a fielder. A player who, maliciously runs into another player is to be declared out (unless he/she has scored prior to committing the infraction) and is to be automatically ejected (whether or not declared out). Contact shall be considered malicious if:

- a) the contact is the result of intentional excessive force, and/or
- b) there is an intent to injure.

Malicious contact is to be penalized whether committed by an offensive or defensive player. The Umpire shall determine whether contact was avoidable or unavoidable – whether the runner was trying to reach the base/plate or attempting to dislodge the ball from the fielder. If the runner; a) could have avoided the fielder and reached base or b) attempted to dislodge the ball, then the runner is out even if the fielder loses 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 the contact. If the fielder blocks the base path, the runner may make contact, slide into or collide with the fielder as long as the runner is making a legitimate attempt to reach the base/plate. If the collision is flagrant, the runner is called out and ejected. The ball is declared dead. If the defensive player blocked the base path clearly without possession of the ball, obstruction shall be called. The runner is safe and a delayed dead ball is called. If the runner collides flagrantly, he/she shall be declared safe due to obstruction but shall be ejected. The ball is dead.

R.4.4 A manager of a team has jurisdiction to discipline his players. He is to advise the Divisional Director as soon as possible verbally, and the executive in writing, stating the reasons action was taken.

R.4.5 If a player or coach is ejected by the umpire from an official S.M.B.A. game, the player or coach will be automatically suspended from participating in the team's next scheduled game. THIS WILL BE A MINIMUM PENALTY. (See R.12.1)

R.4.6 A suspended player or team official may not be present in the dugout area prior to, during, or after the game from which they have been ejected or suspended. Failure to abide by the above rule shall result in further suspension. (See R.12.1).

R.4.7 All suspensions must be served. In the event that a suspension cannot be completed in the current season, the balance is to be served the following season.

R.5 ADDITIONAL CONDUCT – ALL DIVISIONS

- R.5.1 Players coaches, and umpires must refrain from using profane language, smoking or drinking alcohol in and around the playing areas. Penalty for this will be immediate ejection from the game for players or coaches and may result in the loss of accreditation for umpires.
- R.5.2 No manager/coach is to leave the dugout except when time is called.
- R.5.3 Managers, coaches, or players may coach 1st and 3rd bases at their discretion, BUT MUST REMAIN WITHIN THE BOUNDARIES OF THE COACHES BOX DURING ALL LIVE BALL SITUATIONS, unless avoiding contact with a runner or fielder. If no boxes are outlined, then they are to remain at least 6 feet away from the foul lines.
- R.5.4 THERE WILL BE NO NOISE OR VERBAL COMMENTS BY COACHES, MANAGERS, PLAYERS, OR SPECTATORS THAT MAY INTERFERE WITH THE GAME. The penalty will be ejection from the game or field. R5.5 Umpires are not to approach the players when a violation of a rule is committed. He is to approach the coach/manager of the team concerned.
- R.5.6 Only two batboys, one scorekeeper and one sponsor will be allowed on or behind the players' bench area. Absolutely no parents, (other than registered coaching staff), will be allowed in the bench area.
- R.5.7 The wearing of shoes with metal spikes is prohibited in Rookie Ball, Mosquito, Pee Wee and Bantam divisions. Metal cleated shoes are allowed in the Midget/Juvenile and above. Moulded rubber cleated shoes are permitted in all divisions.
- R.5.8 Any player who upon entering the batters box for the purpose of taking their turn at bat, or is a base runner, is not wearing a certified helmet with a chin strap will be automatically declared out. (excluding Midget/Juvenile and above). **Each team will be allowed one warning.**
- R.5.9 Athletic support cups (preferably of metallic fibre or plastic) must be worn by all catchers during games and practice sessions. In Rookie ball, all players must wear one. All players must provide themselves with this type of protection. Girls must wear appropriate protectors. The umpires have permission to check with the catchers and disallow them to play that position if they are not so equipped. Catcher's masks must be worn when warming up pitchers behind home plate on the field. Catchers masks must be equipped with a throat protector.
- R.5.10 If a base runner intentionally knocks off his/her protective helmet, he/she will be called out.
- R.5.11 Proper uniforms, including hats, must be worn at all times.

R.6 PITCHING RULES – ALL DIVISIONS

- R6.1 EACH TEAM MUST DEVELOP AND ROTATE A MINIMUM OF 4 PITCHERS.
- R6.2 In all cases, pitchers will be charged with the exact number of innings pitched. Any player assuming the pitching position in an inning is charged with an inning pitched.

- R.6.3 Managers shall make pitching changes through the plate umpire, and will keep a record of all pitchers' innings pitched.
- R.6.4 In regular season, playoffs, and tournaments in all divisions, no player may pitch more than 4 innings in any 1 game, and no more than 7 innings in any 2 consecutive games. In the event a player pitches 5 or more innings in two consecutive games, he/she may not pitch in their teams' next game. For playoffs and tournaments innings pitched start at zero. Violation of this rule must be made known to the SMBA executive prior to midnight of game day. If a team is in violation of this rule, they will forfeit the game.
- R.6.5 Any pitcher who deliberately throws at a batter shall be suspended indefinitely.
- R.6.6 A pitcher once removed from the pitching position, shall not return to pitch in that game.
- R.6.7 No call-up player may be allowed to pitch.

R.7 ADDITIONAL 9U RULES AND REGULATIONS

- R.7.1 The pitching machine is placed directly in front of home plate at a distance of 44 feet.
- R.7.2 An 8 ft. diameter safety circle shall be marked off directly in front of home plate and its' center shall be 44 ft. from home plate.
- R.7.3 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.
- R.7.4 A team shall comprise of a minimum 10 players and a maximum of 16.
- R.7.5 Each team shall have a catcher, 1st baseman, 2nd baseman, shortstop, 3rd baseman, right fielder, left fielder, 1 pitcher and 2 center fielders. Outfielders shall position themselves at least 15 feet beyond the base paths.
- R.7.6 The pitcher must stand beside the pitching machine outside the safety circle and behind the point of release of the pitching machine.
- R.7.7 Lines shall be drawn from the release point to 4 feet beyond the circle. The pitcher must have both feet on the white line until the ball is released from the machine.
- R.7.8 If the catcher/fielder throws a ball directly back to the pitcher at the pitching machine after a hit, the ball is dead whether or not the ball is caught and no runners may advance unless the runner was already going to the next base with no other intent. In this case, the umpire will award the runner the base (this is a judgement call by the umpire). If the runner stops, significantly slows his advance, or turns back towards the base they left, he/she will return to that base.
- R.7.9 The pitcher must wear a regulation-batting helmet with attached chinstrap. The pitcher must not in any way break the plane of the 8 foot pitching circle whether stepping on the line or reaching in. Play will be called dead and 1 base will be awarded. All other forced runners will advance one base. This only applies if the pitcher makes contact with the ball.
- R.7.10 (A) Balls hit to the outfield. A ball hit to the outfield can result in a player taking two bases. No more than two bases will be taken. Furthermore, a runner already on base will be

allowed to run two bases.

(B) Home runs. Balls hit over the fence in the air in fair territory will be considered a home run.

(C) Overthrows. Base runners do not advance on an overthrow to any base.

(D) Advancing to the next base (mid-point lines). Mid-point lines will be marked on the infield between 1st and 2nd base, 2nd and 3rd base, and 3rd and home plate. This will assist the umpire in determining the placing of the runners when time is called. If the player has crossed the mid-point line, he will be allowed to advance to the next base.

R.7.11 The pitching machine's speed cannot be altered except at the end of an inning. Any tampering with the machine's speed by the operating coach shall result in the coach's immediate ejection. If the speed is erratic, the umpire may correct it at any time. Maximum speed is 40 MPH and minimum speed is 35 MPH. The height may be adjusted at any time.

R.7.12 All 9U games shall be 5 innings or until a winner is declared.

R.7.13 Three innings constitutes an official game.

R.7.14 Each batter shall receive a maximum of 5 strikes as called by the umpire.

R.7.15 If a batter does not hit a fair ball within 5 strikes, he/she strikes out.

R.7.16 If the ball crosses the plate over a batter's head or bounces in the dirt, the umpire will not call it a strike unless the batter swings at it.

R.7.17 Batters cannot walk or bunt. Bunts are automatic outs.

R.7.18 There shall be no passed balls or wild pitches.

R.7.19 Base runners cannot leave a base until the batter makes contact with the ball. If an infraction occurs, 1 warning (per team) will be issued. Any further infraction, the runner shall be called out.

R.7.20 No stealing is allowed.

R.7.21 If a batted ball hits the machine or any adult in the playing field, the ball is dead and the batter is awarded 1st base. All runners, if forced, advance 1 base.

R.7.22 The operating coach shall not interfere with the play, or else the batter will be called out and all runners return to their base of origin. In case of a third out, the side is retired.

R.7.23 If the 10th batter hits the machine, the ball is dead, the batter is awarded 1st base. All other runners advance if forced and the inning is over.

R.7.24 The plate umpire shall stand behind the catcher. The 2nd umpire is in the traditional base umpire position.

R.7.25 The batter, the on-deck batter and any base runners must wear the prescribed batting helmets. Chinstraps are mandatory and must be fastened. Helmets may not be

removed except after the inning is over, the player has been retired or crossed home plate.

R.7.26 This clause is deleted.

R.7.27 All catchers are required to wear an approved mask with throat protector, helmet, chest protector, shin guards, and athletic cup during the game, any warm-ups , or machine setting.

R.7.28 Coaches or Assistants must not act as a catcher, for warm-ups and machine settings without wearing an approved mask.

R.7.29 All bats shall meet the dimensional requirements of Rule 1:10 of the official rules of baseball. The maximum diameter of the bat barrel is 2 ¾ inches.

R.7.30 An inning shall be 3 outs with a maximum of 10 batters.

R.7.31 If there are 2 out when the 10th batter is up, any out **or** catcher tags home plate will end the inning.

R.7.32 The infield fly rule does not apply.

R.7.33 A coach/manager may only communicate positive instruction to his/her players on the field.

R.7.34 During regular season games there may be one infield coach and one outfield coach on the field to instruct only. This does not apply to midseason tournaments or playoffs.

R.7.35 A player may only play a maximum of 2 innings per game per position.

R.7.36 There will be a two man umpiring system during the mid-season tournament and playoffs. Regular season games will only be a one man umpiring system.

R.8 ADDITIONAL 11U RULES AND REGULATIONS

R.8.1 All players present shall be included in the batting order, whether or not they are playing in the field.

R.8.2 The batter is automatically out on a 3rd strike, whether catcher holds onto, misses or drops the ball.

R.8.3 Base stealing will be permitted. However, the runner may not leave the base until the ball passes by, is touched by, or is missed by the catcher. Teams will receive one warning from the umpire. After one warning is issued to a team, any subsequent lead-off violations will cause the runner to be called out.

R.8.4 A runner on third base cannot steal home, but he can attempt to go home once a play has been attempted on any base runner. A throw back to the pitcher does not constitute such a play, whether the pitcher catches the ball or not.

R.8.5 The **BALK RULE** does not apply to the 11U Division.

R.9 PLAYER EVALUATION FORMAT

- R.9.1 All managers will have a list of players according to age.
- R.9.2 Players will be rated in 4 categories
RUNNING FIELDING HITTING THROWING
- R.9.3 RANKING: *5 Excellent *4 Good *3 Average *2 Fair *1 Weak Highest total would be 20.
- R.9.4 The average of the managers rankings will be the ranking used on the draft board. Total points divided by the number of teams = players ranking.
- R.9.5 Tie in rankings will be determined by listed positions on evaluation sheet.

R.10 TEAM DRAFT FORMAT

- R.10.1 A player's average will be determined and ranked according to the Evaluation Master List.
- R.10.2 Manager and coaches children will be ranked by committee established by the executive.
- R.10.3 Junior 9U and 9U to allow 3 protections per team. Immediate family members count as 1 protection.
- R.10.4 Protected players must be taken in their designated round.
- R.10.5 **This clause deleted.**
- R.10.6 Pitchers will be identified in each division.
- R.10.7 11U, 13U, 16U, 18U to allow only 2 protected players per team. Immediate family members count as 1 protection.
- R.10.8 No trades unless approved by Executive.
- R.10.9 **This clause deleted.**

R.11 TOURNAMENT TEAMS ARE GOVERNED BY THE SOO MINOR BASEBALL ASSOCIATION.

R.12 PROTEST AND DISCIPLINE

- R.12.1 The Protest and Discipline Committee is made up of the Vice President of Operations, Supervisor of Umpires, and the Divisional Director. This committee shall rule on any protest submitted, and any suspensions requiring more than minimum action.

R.12.2 The no-protest rule has been adopted by the S.M.B.A. for all games under its' jurisdiction. Managers, coaches and players may not leave the dugouts or coach's boxes to protest ball and strike decisions. The penalty being automatic ejection from the game.

R.12.3 PROTESTS in any S.M.B.A. league game or game situation, must be made verbally by the protesting manager to the umpire in the presence of the opposing manager at the time of the play and before play is resumed. The umpire must record the inning, score, base runners, batter, pitcher, and description of situation. The umpire is to report the protest **verbally** to the Divisional Director **as soon as possible** following the game. The protesting manager shall submit in writing the above required information within 48 hours accompanied with a \$50.00 cheque. The fee will be refunded if the protest is granted.

R.13 PLAYOFF RULES

R.13.1 In all SMBA playoffs (except 9U which is 5 innings) games shall be 7 innings in length, (6 ½ if the home team is leading) or until a winner is declared. A game stopped due to weather, darkness, or light failure shall be resumed at a later date. 10 run mercy rule is in effect as per rule 1.14.

R.13.2 A forfeited game does not count as a suspended game.

R.13.3 The game shall be resumed from the exact point of suspension. All runners count; on the batter and outs shall be exactly as at point of suspension.

R.13.4 Any player who is absent from the completion of a suspended game shall be removed from the batting order and all other batters will move up 1 spot.

R.13.5 Any player who is absent for the suspended game shall be placed last in the batting order for the continued game.

R.13.6 Any player who has pitched in the suspended game shall not be allowed to pitch in the completion of the game unless he was the pitcher of record at the time of suspension, and is a legal player.

R.13.7 **This clause is deleted.**

R.13.8 Black Sox Teams are not allowed to participate in the playoffs.

R.14 T-BALL RULES AND REGULATIONS

R.14.1 THE INTENT OF THE T-BALL LEAGUE IS TO TEACH THE BASIC SKILLS AND KNOWLEDGE OF BASEBALL TO CHILDREN 4 - 7 YEARS OF AGE IN A FUN AND NON-COMPETITIVE ATMOSPHERE. THERE WILL BE NO SCOREKEEPING.

R.14.2 Each team will consist of a maximum of 14 players.

R.14.3 The bases will be placed 50 feet apart. There will be a "playing line" running directly from 1st base to 3rd base (either real or imaginary). The 'pitching mound' shall be 44 feet from home plate.

R.14.4 A "baseball tee" will be used for the batter to hit the ball from. As such, there will be no pitched balls, and no counting of balls and strikes.

- R.14.5 The ball is in play after the batter has hit a fair ball.
- R.14.6 The coach will call a "dead ball" if he/she judges that the ball will not cross the playing line. All base runners must return to their original base. (In order to keep the game moving, the coach may waive this rule if a player is having difficulty in putting the ball in play.)
- R.14.7 The pitcher is to stand on the pitching mound until the batter makes contact with the ball. The pitcher must wear a batter's helmet. The pitcher is the only player that is allowed to cross the playing line to field the ball.
- R.14.8 The base runners shall be governed by common O.B.A. baseball rules. The runner must remain on the base until the batter makes contact with the ball.
- R.14.9 The coach will call time out on all plays once an infielder has control of the ball and is making no further attempt to make a play on a base runner.
- R.14.10 Every player present will get an at bat each inning.
- R.14.11 The team at bat must inform the opposing coach of the last batter for each inning. For the last batter, the defending team's catcher must step on home plate while in control of the ball to end an inning. The pitcher is the only player allowed to cross the playing line to assist the catcher.
- R.14.12 The defending team is allowed to field 11 players, with 5 of the players playing in the outfield.
- R.14.13 The catcher must wear a helmet and mask, chest protector, and shin pads.
- R.14.14 No player is allowed to play any one position more than one inning per game. Each player shall play an infield position during the game. No player shall play 2 innings more than any other player. The coaching staff should try to rotate all players among the different positions fairly and equally throughout the season.
- R.14.15 Each team should try to have 4 coaches / assistants per game. Coaches are allowed to be on the field to instruct their players.
- R.14.16 Regular season games shall be scheduled for 6:00 PM. Game length will be governed by a time restraint rather than innings played. No new inning shall begin after 60 minutes from the start of the game.

END OF RULES & REGULATIONS