BARRIE MINOR BASEBALL ASSOCIATION

5U to 16U

HOUSE LEAGUE PLAYING RULES

2024

GENERAL RULES

1. All participants of Barrie Minor Baseball including players, coaches, umpires, parents, guardians, volunteers, and officials are bound by Barrie Minor Baseball's policies and Code of Conduct.
2. All participants must review the age-appropriate concussion awareness resources provided and adhere to Rowan's Law, including removal-from-sport and return-to-sport protocols.
3. Smoking, e-cigarettes, vaping, any form of cannabis, alcohol, tobacco products (including chewing tobacco) and illegal substances are strictly prohibited at all Barrie Minor Baseball events.
   It is against the law to smoke within 20 metres of the edge of any public park or sporting field.
4. All players participating in a game must be registered with Barrie Minor Baseball Association for the current season and in good standing with the Association.
5. All players are to play in their own age division. House League players will not be moved up or down unless under exceptional circumstances as determined by the House League Committee.
6. The official rules of baseball shall be followed when and where possible, unless otherwise specified in the specific division playing rules.
7. The traditional nine (9) baseball positions are Pitcher (P), Catcher (C), 1st Base (1B), 2nd Base (2B), 3rd Base (3B), Shortstop (SS), Left Field (LF), Center Field (CF) and Right Field (RF).
8. All games are to start at the scheduled time. If a game starts late for any reason, time limits will not be extended. The no new inning time and curfew times are stated in the division rules.
9. Batting orders will include all team members present at the game. Batting will be in continuous order throughout the game unless a player is hurt or leaves, and the spot vacated by the player will not result in an out. If a batter must be removed from the game while at bat, the last out will come to bat and assume the existing count.
10. No player shall maliciously run into another player. A fielder, including the catcher, cannot block the pathway of a runner. Fielders should be instructed to get out of the way to avoid a potential collision when not in possession of the ball. This can usually be accomplished by taking a step into the diamond or towards the pitcher's mound, far enough off the base bath to avoid impeding the runner but close enough to tag the runner once the ball is in possession.
11. Except at 1st base, runners are instructed to slide (feet first) or otherwise attempt to avoid colliding with a fielder that might be in their way. A runner may not deviate from the base path to purposely initiate a collision with the catcher/fielder when attempting to score.
12. Both coaches (home & away) are responsible for laying out the diamond to the division specifications, except at the Barrie Community Sports Complex where City staff will lay out the diamond.
13. All teams are created based on age or a coach's draft. All efforts are taken to ensure balanced teams within a division. Only special requests made in accordance with the player request policy before the deadline will be considered.
14. Barrie Minor Baseball reserves the right to move players to a different team to achieve equal and balanced teams. If this is necessary, it will be addressed within the first month of the baseball season but can only happen if the issue is brought to the league's attention. Concerns must be reported to

GENERAL RULES

your Division Convenor, and a decision will be made by the House League Committee in consultation with the head coaches.

15. On Championship Day, all standard rules and time limits for each division will apply to all games played, except for start times. Home/away teams will be determined by a coin toss.

16. Only the President or House League Committee chair or their designate are permitted to cancel games prior to the beginning of the game. Once a game begins, all decisions on the cancellation of the game are made by the umpires in consultation with both coaches.

17. Barrie Minor Baseball does not usually cancel games due to weather unless fields are closed by the City of Barrie. In cases of inclement weather when fields have not been closed, coaches and umpires must make a decision at the field based on the current weather and field conditions. All teams must read and follow the Inclement Weather and Lightning Safety guidelines (including the City's wet field policy), available at www.barriebaseball.com. All families should review these guidelines.

18. The league does not permit coaches to cancel games for any reasons other than inclement weather, in accordance with the above guidelines. Player shortages and coach absences are not valid cancellation reasons. Refer to rules 31 and 32 regarding call ups and borrowing players.

19. Additional practices are optional, but strongly encouraged. Coaches are permitted to organize and find a suitable location. Field availability in the City of Barrie is limited, however, Division Convenors will be advised if there are additional practice options available for house league teams.

UNIFORMS & EQUIPMENT:

20. All players must wear the supplied house league uniform, which includes pants (5U and up), shirt/jersey and hat.

21. Players shall provide their own baseball glove, baseball bat and running shoes or cleats. Metal cleats are not permitted in any division.

22. Only approved metal or wood baseball bats appropriate for the division are allowed (e.g., no softball bats). Metal bats must not be damaged or cracked; umpires will disallow bats that are deemed unsafe.

23. Approved baseball batting helmets are mandatory while batting and running the bases. Please refer to the playing rules for each division for specific requirements about chin straps, C-flaps, and face cages.

24. All players shall wear an athletic support with appropriate genital protection.

25. Jewellery (cloth based or metallic) should not be worn during practices or games. Exceptions to this rule are Medic Alert bracelets/necklaces. It is strongly recommended that earrings are removed, but if worn they must be studs.

26. All coaches must wear a team jersey. Open toed shoes or sandals are not permitted on the field.

27. Any person warming up a pitcher on or near the playing field before or during a game or practice must wear a protective face mask. If no catcher's mask is readily available, warm up pitches may be thrown to a player/coach who is standing, but not squatting.

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ADDITIONAL RULES FOR 8U, 9U, 10U, 11U, 13U and 16U:

28. A ground rules meeting with umpires and coaches shall start 5 minutes before the scheduled start of the game. If no umpires are available at game time, every effort should be made to obtain volunteers from the spectators or coaches. In the absence of umpire safety equipment, the home plate umpire will assume the position behind the pitcher's mound.

29. **Head Coaches from BOTH teams must report games results using the online form within 24 hours of the completion of the game.** This is critical to ensure standings are up to date and playoff schedules are not delayed.

30. Scorekeepers from both teams must communicate and compare scores after each inning during the game to ensure accuracy. Discrepancies are difficult to resolve after the fact and may result in incorrect standings and/or playoff results.

31. To determine standings, two (2) points will be awarded for a win, one (1) point for a tie, and zero (0) points for a loss. Tiebreakers and playoff structures will be provided with playoff schedules.

32. Division Convenors should maintain a list of potential call up players as provided by coaches. Call ups are not permitted to pitch during the game. If a player is called up, they must be played according to all fair play rules.

33. If a coach is aware that they will not have enough players to field a team, they may request call ups from their Division Convenor at least 24 hours before game time. Convenors will coordinate call ups with the convenor from the next lowest division where game nights do not conflict.

34. The minimum number of players for one team in a game is seven (7). If fewer than 7 players are available to play no later than 15 minutes after the scheduled game time, the game shall be a forfeit. The game must still be played for the benefit of the players in attendance and coaches are encouraged to loan players to the team in default.

35. If a game is forfeited, the score recorded for the "winning" team shall be one run per inning, based on the official length of game (i.e., 6-0 for divisions 8U to 11U and 7-0 for divisions 13U and 16U).

36. Score sheets are provided electronically in the Association Library at www.barriebaseball.com.
2 copies are needed per team per game (1 for home; 1 for away).

37. All coaches are asked to keep their score sheets showing batting orders and defensive line-ups for the entire season. This information may be requested by the Division Convenor or House League Committee Chair to verify scores and/or respond to questions or complaints.

38. Home/Away teams for all playoff games will be determined by a coin toss.

39. On Championship Day, for the Championship and Consolation final games only, if the score is tied when the time limit is reached, the game will go into extra innings as needed to determine a winner.

5U

(Co-Ed T-Ball)

Distance between bases: 45 ft.
Distance to pitching rubber: 35 ft.
Official length of game: Two (2) innings
Wednesday
Official start for all games: 6:30 PM
No new inning time: n/a
Curfew time: 7:45 PM
Sunday
Official start for all games: 10:30 AM
No new inning time: n/a
Curfew time: 11:45 AM

1. 5U is a non-competitive developmental division with no game scores or standings kept.
2. No umpires are provided for the 5U division; coaches are asked to umpire games.
3. All players are placed in the batting order, there are no substitutions. If a player arrives late, they are to be added to the end of the batting order.
4. All players will bat each inning. Coaches are to announce "Last Batter" prior to the last batter's at bat.
5. All players will play a defensive position each inning. Positions are as follows: the 9 traditional positions and 1 extra outfielder.
6. All outfielders are to start on the outfield grass or a reasonable distance beyond the bases.
7. During the defensive half of the inning, coaches are encouraged to be on the field during play to provide instructions and encourage players. Coaches are not to become physically involved in the play in any way.
8. During the offensive half of the inning, a coach is to place the ball on the tee at home plate. That coach may assist the batter as needed. After the ball is hit, the coach must pick up the tee and get clear of any impending play.
9. All players are to play both infield and outfield positions each game. Players are to rotate defensive positions each inning and should not play the same position twice in a game.
10. There are no strikeouts or base on balls. Players are to hit the ball and run the bases during each at bat.
11. No bunting is allowed, the batter must take a full swing.
12. There are no lead offs, stealing or infield fly rule. Runners must remain on the base until the ball is hit.
13. Defensive players should be instructed to attempt an overhand throw to a base on each batted ball.
14. Pitchers are to stand on the (designated) pitching rubber until the ball is hit. The pitcher must wear a helmet with chin strap and face cage while on the field.
15. The catcher is to be dressed in full catcher's equipment and is to take a position at a safe distance behind the batting tee.
16. Batting helmets must have a chin strap attached and a face cage.
17. The dead ball line is an imaginary line that extends from the tip of the plate 15 ft. down the 1st base line and runs in an arc from there to a spot 15 ft. from the tip of the plate down 3rd base line.
18. A fair hit ball is a batted ball that goes over the dead ball line. A dead ball is a batted ball that does not go over the dead ball line. If a defensive play is made before a batted ball reaches the dead ball line, it is the coaches' decision whether the hit ball is live or dead.

5U

(Co-Ed T-Ball)

19. The batter will not advance beyond 1st base on an overthrow of 1st base. Base runners will not advance on an overthrow to any base.

20. An inning will end when the last batter either scores or the ball is placed on the batting tee by the catcher. Only the catcher is permitted to place the ball on the batting tee to end the inning.

21. Three (3) teams will be scheduled at a field each week. Two (2) teams will play ½ inning while the third team is practicing in the outfield. All teams will rotate approximately every 20 minutes. For example, Team A will hit, Team B will play the infield, Team C will practice a baseball fundamental in the outfield. Once all batters on Team A have hit, all teams will rotate. Team A will play the infield, Team B will practice in the outfield and Team C will hit. Time permitting, Team A will then practice, Team B will hit and Team C will play the infield until the ½ inning is over or curfew is reached.

6U

(Coach Pitch)

Distance between bases: 45 ft.
Distance to pitching rubber: 35 ft.
Official start of practice: 6:30 PM
Official start for all games: 7:00 PM
Official length of game: Four (4) innings
No new inning time: 8:00 PM
Curfew time: 8:15 PM

1. 6U is a non-competitive division with no game scores or standings kept.
2. No umpires are provided for the 6U division; coaches are asked to umpire games.
3. All players are placed in the batting order, there are no substitutions. If a player arrives late, they are to be added to the end of the batting order.
4. Seven (7) players will bat each inning. Coaches are to announce "Last Batter" prior to the last batter's at bat.
5. All players will play a defensive position each inning. Positions are as follows: the 9 traditional positions, 1 extra infielder and up to 2 extra outfielders.
6. All outfielders are to start on the outfield grass or a reasonable distance beyond the bases.
7. During the defensive half of the inning, coaches are encouraged to be on the field during play to provide instructions and encourage players. Coaches are not to become physically involved in the play in any way, except to pitch.
8. During the offensive half of the inning, a coach may assist the batter in positioning the bat but must not aid in the swinging of the bat.
9. All players are to play both infield and outfield positions each game. Players are to rotate defensive positions each inning and should not play the same position twice in a game.
10. There are no strikeouts, base on balls or hit by pitches. Players are to put the ball in play during each at bat.
11. No bunting is allowed, the batter must take a full swing.
12. There are no lead offs, stealing or infield fly rule. Runners must remain on the base until the ball is hit.
13. Defensive players should be instructed to attempt an overhand throw to a base on each batted ball. Players are not to roll the ball or run the ball to a base unless such a play would be typical in a baseball game.
14. Pitchers are to stand on the (designated) pitching rubber until the ball is hit. The pitcher must wear a helmet with chin strap and face cage while on the field.
15. The catcher is to be dressed in full catcher's equipment and is to take the regular catching position.
16. Batting helmets must have a chin strap attached and a face cage.
17. The batter will not advance beyond 1st base on an overthrow of 1st base. Base runners will not advance on an overthrow to any base.
18. A coach will throw a maximum of five (5) pitches to the batter, from a safe distance in front of the pitching rubber. If after the five pitches the batter has not put the ball in play, a batting tee will be used

to assist the batter. Coaches may throw underhand or overhand and should adjust the pitch and speed to the skill level of each player and as the season progresses.

19. An inning will end when the last batter either scores or a force play is made on any base ahead of the runner or a batted ball is caught.

7U

(Jr. Rookie Ball)

Distance between bases: 45 ft.
Distance to pitching rubber: 35 ft.
Official start of practice: 6:30 PM
Official start for all games: 7:00 PM
Official length of game: Four (4) innings
No new inning time: 8:00 PM
Curfew time: 8:15 PM

1. 7U is a non-competitive division with no game scores or standings kept.
2. Umpires are not usually provided for the 7U division; coaches are asked to umpire games. In some cases, umpires may be provided as a development opportunity for new umpires.
3. All players are placed in the batting order, there are no substitutions. If a player arrives late, they are to be added to the end of the batting order.
4. Seven (7) players will bat each inning. Coaches shall announce "Last Batter" prior to the last batter's at bat.
5. Each batter will receive three (3) pitches from the pitching machine. If the batter does not put the ball in play, the next two (2) pitches will be thrown as per traditional Coach Pitch rules. If after the five pitches the batter has not put the ball in play, a batting tee will be used to assist the batter.
6. All players will play a defensive position each inning. Positions are as follows; the 9 traditional positions, 1 extra pitcher and up to 2 extra outfielders. One pitcher is to be located to the left of the pitching machine and the other to the right of the pitching machine.
7. All outfielders are to start on the outfield grass or a reasonable distance beyond the bases.
8. During the defensive half of the inning, a coach is permitted to be on the field during play to provide instructions and encourage players. Coaches are not to become physically involved in the play in any way.
9. During the offensive half of the inning, a coach may assist the batter in positioning the bat if required but must not aid in the swinging of the bat.
10. All players are to play both infield and outfield positions each game. Players are to rotate defensive positions each inning and should not play the same position twice in a game.
11. There are no strikeouts, base on balls or hit by pitches. Players are to put the ball in play during each at bat.
12. No bunting is allowed, the batter must take a full swing.
13. There are no lead offs, stealing, wild pitches, passed balls or infield fly rule. Runners must remain on the base until the ball is hit.
14. An 8-foot diameter safety circle shall be marked off around the pitching machine. No player is permitted to break the plane of the safety circle, which is considered a dead ball area. Breaking the plane means that any part of the body enters the safety circle.
15. The (defensive) pitchers 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 feet beyond the circle. The pitcher must stand within four (4) feet behind that line until the ball is released.
16. If a batted ball strikes the pitching machine or the coach the ball shall be declared dead, and the batter awarded 1st base. All other runners advance if forced. The exception to this would be if the last batter

hits the pitching machine or coach. In that case that ball shall be declared dead; any runners would return to their original bases, the batter would continue their at bat and the pitch would not count.

17. If any player enters into the safety circle, the ball shall be declared dead, and the batter awarded 1st base. All other runners advance if forced.
18. If a thrown ball lands and stops inside the safety circle, the umpire will stop play and assign runners to a base. The decision will be governed by the runner's location when the play is stopped. More than halfway between bases the runner is allowed to proceed to the next base as long as it is not already occupied by a runner not being awarded the next further base.
19. The pitcher, batter and base runners must wear a baseball helmet with chin strap attached and a face cage.
20. Catchers are to wear full regulation catcher's equipment.
21. Defensive players should be instructed to attempt an overhand throw to a base on each batted ball. Players are not to roll the ball or run the ball to a base unless such a play would be typical in a baseball game.
22. The batter will not advance beyond 1st base on an overthrow of 1st base. Base runners will not advance on an overthrow to any base.
23. An inning will end when the last batter either scores or a force play is made on any base ahead of the runner or a batted ball is caught.
24. If for any reason, a pitching machine is not available for the game or it becomes disabled during the game, then a coach will pitch in place of the machine.

8U

(Players turning 8 this year)

Distance between bases: 65 ft.
Distance to pitching rubber: 44 ft.
Official length of game: Six (6) innings

Barrie Sports Complex

Official start of practice: 6:30 PM
Coaches meeting with umpires: 6:55 PM
Home team takes the field: 6:57 PM
Official time of first pitch: 7:00 PM
No new inning time: 8:30 PM
Curfew time: 8:45 PM

In-town Unlit Diamonds

Official start of practice: 6:00 PM
Coaches meeting with umpires: 6:25 PM
Home team takes the field: 6:27 PM
Official time of first pitch: 6:30 PM
No new inning time: 8:00 PM
Curfew time: 8:15 PM

1. In the 8U division game scores and standings will be kept. Official rules of baseball shall be followed, except as otherwise specified.
2. Umpires are provided for the 8U division.
3. All players are placed in the batting order, there are no substitutions. If a player arrives late, they are to be added to the end of the batting order.
4. In all games, a team's turn at bat will end with the occurrence of three (3) outs or the scoring of five (5) runs. There will be no "open" innings.
5. Each batter shall receive a maximum of five (5) pitches to put the ball in play. The batter shall not be called out if the 5th or subsequent pitch is a foul ball. If a ball crosses the plate over the batter's head or bounces in the dirt the umpire will not count it as a pitch unless the batter swings at the pitch.
6. All players will play a defensive position each inning. Positions are as follows; the 9 traditional positions, 1 extra pitcher and up to 3 extra outfielders. One pitcher is to be located to the left of the pitching machine and the other to the right of the pitching machine.
7. All outfielders are to start on the outfield grass or a reasonable distance beyond the bases.
8. During the defensive half of the inning, a coach is permitted to be on the field during play to provide instructions and encourage players. Coaches are not to become physically involved in the play in any way.
9. During the offensive half of the inning, a coach may assist the batter in positioning the bat if required but must not aid in the swinging of the bat.
10. All players are to play both infield and outfield positions each game. Players are to rotate defensive positions each inning and should not play the same position twice in a game.
11. There are no base on balls or hit by pitches.
12. No bunting is allowed, the batter must take a full swing.
13. There are no lead offs, stealing, wild pitches, passed balls or infield fly rule. Runners must remain on the base until the ball is hit.
14. An 8-foot diameter safety circle shall be marked off around the pitching machine. No player is permitted to break the plane of the safety circle, which is considered a dead ball area. Breaking the plane means that any part of the body enters the safety circle.
15. The (defensive) pitchers 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 feet beyond the circle. The pitcher must stand within four (4) feet behind that line until the ball is released.

8U

(Players turning 8 this year)

16. If a batted ball strikes the pitching machine or the coach the ball shall be declared dead and the batter awarded 1st base. All other runners advance if forced. The exception to this would be if the last batter hits the pitching machine or coach. In that case that ball shall be declared dead; any runners would return to their original bases, the batter would continue their at bat and the pitch would not count.
17. If any player enters into the safety circle, the ball shall be declared dead and the batter awarded 1st base. All other runners advance if forced.
18. If a thrown ball lands and stops inside the safety circle, the umpire will stop play and assign runners to a base. The decision will be governed by the runner's location when the play is stopped. More than half way between bases the runner is allowed to proceed to the next base as long as it is not already occupied by a runner not being awarded the next further base.
19. The pitching machine speed will be set at the beginning of the game. The speed of the pitching machine can only be adjusted at the beginning of a new inning and only with the permission of the umpire. The coach may adjust the height for each batter anytime.
20. The pitching machine will be set at 35 mph.
21. The pitcher, batter and base runners must wear a baseball helmet with chin strap attached and a face cage.
22. Catchers are to wear full regulation catcher's equipment.
23. Defensive players should be instructed to attempt an overhand throw to a base on each batted ball. Players are not to roll the ball or run the ball to a base unless such a play would be typical in a baseball game.
24. When an outfielder makes a throw towards a base to make a play OR an infielder makes a throw to get the runner out (infield play), play ends once the ball reaches the target regardless of whether the subsequent attempt to catch the throw is successful. If the catch is successful, the fielder may attempt a double play.
25. The batter will not advance beyond 1st base on an overthrow of 1st base. Base runners will not advance on an overthrow to any base.
26. If for any reason, a pitching machine is not available for the game or it becomes disabled during the game, then a coach will pitch in place of the machine.

9U

(Players turning 9 this year)

Distance between bases: 65 ft.
Distance to pitching rubber: 44 ft.
Official length of game: Six (6) innings

Barrie Sports Complex

Official start of practice: 6:30 PM
Coaches meeting with umpires: 6:55 PM
Home team takes the field: 6:57 PM
Official time of first pitch: 7:00 PM
No new inning time: 8:30 PM
Curfew time: 8:45 PM

In-town Unlit Diamonds

Official start of practice: 6:00 PM
Coaches meeting with umpires: 6:25 PM
Home team takes the field: 6:27 PM
Official time of first pitch: 6:30 PM
No new inning time: 8:00 PM
Curfew time: 8:15 PM

1. In the 9U division game scores and standings will be kept. Official rules of baseball shall be followed, except as otherwise specified.
2. Umpires are provided for the 9U division.
3. All players are placed in the batting order, there are no substitutions. If a player arrives late, they are to be added to the end of the batting order.
4. In all games, a team's turn at bat will end with the occurrence of three (3) outs or the scoring of five (5) runs. There will be no "open" innings.
5. Each batter shall receive a maximum of five (5) pitches in order to put the ball in play. The batter shall not be called out if the 5th or subsequent pitch is a foul ball. If a ball crosses the plate over the batter's head or bounces in the dirt the umpire will not count it as a pitch unless the batter swings at the pitch.
6. All players will play a defensive position each inning. Positions are as follows; the 9 traditional positions, 1 extra pitcher and up to 3 extra outfielders. One pitcher is to be located to the left of the pitching machine and the other to the right of the pitching machine.
7. All outfielders are to start on the outfield grass or a reasonable distance beyond the bases.
8. During the defensive half of the inning, a coach is permitted to be on the field during play to provide instructions and encourage players. Coaches are not to become physically involved in the play in any way.
9. During the offensive half of the inning, a coach may assist the batter in positioning the bat if required but must not aid in the swinging of the bat.
10. All players are to play both infield and outfield positions each game. Players are to rotate defensive positions each inning and should not play the same position twice in a game.
11. There are no base on balls or hit by pitches.
12. No bunting is allowed, the batter must take a full swing.
13. There are no lead offs, stealing, wild pitches, passed balls or infield fly rule. Runners must remain on the base until the ball is hit.
14. An 8-foot diameter safety circle shall be marked off around the pitching machine. No player is permitted to break the plane of the safety circle, which is considered a dead ball area. Breaking the plane means that any part of the body enters the safety circle.
15. The (defensive) pitchers 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 feet beyond the circle. The pitcher must stand within 4 feet behind that line until the ball is released.

9U

(Players turning 9 this year)

16. If a batted ball strikes the pitching machine or the coach the ball shall be declared dead and the batter awarded 1st base. All other runners advance if forced.
17. If any player enters into the safety circle, the ball shall be declared dead and the batter awarded 1st base. All other runners advance if forced.
18. If a thrown ball lands and stops inside the safety circle, the umpire will stop play and assign runners to a base. The decision will be governed by the runner's location when the play is stopped. More than half way between bases the runner is allowed to proceed to the next base as long as it is not already occupied by a runner not being awarded the next further base.
19. The pitching machine speed will be set at the beginning of the game. The speed of the pitching machine can only be adjusted at the beginning of a new inning and only with the permission of the umpire. The coach may adjust the height for each batter anytime.
20. The pitching machine will be set at 35 mph.
21. The pitcher, batter and base runners must wear a baseball helmet with chin strap attached and a face cage.
22. Catchers are to wear full regulation catcher's equipment.
23. Defensive players should be instructed to attempt an overhand throw to a base on each batted ball. Players are not to roll the ball or run the ball to a base unless such a play would be typical in a baseball game.
24. When an outfielder or infielder makes a throw to stop the play and an infielder catches the ball, the play ends unless the infielder attempts to make a double play.
25. Base runners may only advance one base on the initial overthrow to any base. They may not advance a second base if the initial overthrow is followed by a subsequent overthrow.
26. If for any reason, a pitching machine is not available for the game or it becomes disabled during the game, then a coach will pitch in place of the machine.

10U

(Players turning 10 this year)

Distance between bases: 65 ft.
Distance to pitching rubber: 40 ft.
Official length of game: Six (6) innings

Barrie Sports Complex
Official start of practice: 6:30 PM
Coaches meeting with umpires: 6:55 PM
Home team takes the field: 6:57 PM
Official time of first pitch: 7:00 PM
No new inning time: 8:30 PM
Curfew time: 8:45 PM

In-town Unlit Diamonds
Official start of practice: 6:00 PM
Coaches meeting with umpires: 6:25 PM
Home team takes the field: 6:27 PM
Official time of first pitch: 6:30 PM
No new inning time: 8:00 PM
Curfew time: 8:15 PM

1. 10U is a competitive division with game scores and standings kept. Official rules of baseball shall be followed, except as otherwise specified.
2. Umpires are provided for the 10U division.
3. Coaches are not permitted on the field of play.
4. All players are placed in the batting order, there are unlimited defensive substitutions. If a player arrives late, they are to be added to the end of the batting order.
5. The traditional nine (9) baseball positions are fielded each inning.
6. No player shall sit on the bench for two (2) innings in one game until every player has sat at least one (1) inning on the bench. Similarly, no player shall sit on the bench for three (3) innings in one game until every player has sat on the bench for two (2) innings, etc... Exceptions to this rule are for medical reasons or injuries.
7. Games will be six (6) innings in length. An official game is four (4) innings or if the home team is winning after 3 ½ innings. If a game does not meet the minimum 4 innings due to time limit, the game shall be considered official.
8. Mercy Rule: In all games, except for the sixth inning, a team's turn at bat will terminate with the occurrence of three (3) outs or the scoring of five (5) runs. The last inning is only an open inning if it is also the sixth inning. If the no new inning time is reached and the game is five innings or less, the last inning shall not be an open inning.
9. Batting helmets must have a chin strap attached and a face cage.
10. Base runners are not permitted to lead off base. The runner must have their foot in contact with the base until the ball has left the pitcher's hand.
11. Runners CANNOT advance to home on a steal of home, on a wild pitch / passed ball or an overthrow on the return throw from catcher to pitcher. Runners CAN advance to home on a batted ball, when forced (i.e., bases loaded hit by pitch) or if a play is attempted on a runner (i.e., catcher overthrow attempting to pick off a runner at 1st/2nd/3rd or an overthrow while attempting to throw out a runner stealing at 2nd or 3rd).
12. There are no balks.
13. The batter cannot run on a dropped 3rd strike.
14. No walks will be issued when a batter receives ball 4. Instead, a batting tee will be brought to the plate and the batter will proceed to put the ball in play with a full swing (no bunting). Once the ball is hit (there are no restrictions on distance) normal rules for play of the ball will apply.
    Note: A batter will still be awarded 1st base if they are hit by the pitch.

10U

(Players turning 10 this year)

15. Pitchers are allowed to pitch in two (2) innings. These must be consecutive innings. For the purpose of this rule an inning is considered the delivery of one (1) pitch to a batter. Once a pitcher is removed they may not pitch again in that game. The following pitch count rules will also apply:

    a. A pitcher may not pitch more than 70 pitches in a calendar day. If the limit is reached while facing a batter the pitcher may complete pitching to that batter.

    b. If a pitcher throws more than 45 pitches in a calendar day they cannot pitch the next day - a player must have 2 nights rest.

    c. Both teams shall have pitch count recorders that shall compare totals each half inning.

    d. Pitch count recorders must provide the current pitch count for any pitcher when asked by a coach or umpire.

    e. The pitch count recorders should inform the home plate umpire when a pitcher has delivered their limit of pitches for the game. The home plate umpire will then notify the pitcher's coach that the pitcher must be removed.
    Note: It is the responsibility of the coach 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.

    f. Illegal pitching penalty: Where a player throws more pitches than permitted, the player's team shall forfeit the game.

16. A coach shall be allowed an unlimited number of trips to the mound without having to remove the pitcher. The umpire may limit such trips if, in the umpire’s view, the coach or manager’s intent is to delay the game.

17. With two (2) out, a substitute runner may be provided for a catcher on base. The designated runner must be the last out.

11U

(Players turning 11 this year)

Distance between bases: 65 ft.
Distance to pitching rubber: 44 ft.
Official length of game: Six (6) innings

Barrie Sports Complex
Official start of practice: 6:30 PM
Coaches meeting with umpires: 6:55 PM
Home team takes the field: 6:57 PM
Official time of first pitch: 7:00 PM
No new inning time: 8:30 PM
Curfew time: 9:00 PM

In-town Unlit Diamonds
Official start of practice: 6:00 PM
Coaches meeting with umpires: 6:25 PM
Home team takes the field: 6:27 PM
Official time of first pitch: 6:30 PM
No new inning time: 8:00 PM
Curfew time: 8:30 PM

1. 11U is a competitive division with game scores and standings kept. Official rules of baseball shall be followed, except as otherwise specified.
2. Umpires are provided for the 11U division.
3. Coaches are not permitted on the field of play.
4. All players are placed in the batting order, there are unlimited defensive substitutions. If a player arrives late, they are to be added to the end of the batting order.
5. The traditional nine (9) baseball positions are fielded each inning.
6. No player shall sit on the bench for two (2) innings in one game until every player has sat at least one (1) inning on the bench. Similarly, no player shall sit on the bench for three (3) innings in one game until every player has sat on the bench for two (2) innings, etc... Exceptions to this rule are for medical reasons or injuries.
7. Games will be six (6) innings in length. An official game is four (4) innings or if the home team is winning after 3 ½ innings. If a game does not meet the minimum 4 innings due to time limit, the game shall be considered official.
8. Mercy Rule: In all games, except for the sixth inning, a team's turn at bat will terminate with the occurrence of three (3) outs or the scoring of five (5) runs. The last inning is only an open inning if it is also the sixth inning. If the no new inning time is reached and the game is five innings or less, the last inning shall not be an open inning.
9. Batting helmets must have a chin strap attached and a face cage.
10. Base runners are not permitted to lead off base. The runner must have their foot in contact with the base until the ball has left the pitcher's hand.
11. Runners CANNOT advance to home on a steal of home, on a wild pitch / passed ball or an overthrow on the return throw from catcher to pitcher. Runners CAN advance to home on a batted ball, when forced (i.e., bases loaded hit by pitch) or if a play is attempted on a runner (i.e., catcher overthrow attempting to pick off a runner at 1st/2nd/3rd or an overthrow while attempting to throw out a runner stealing at 2nd or 3rd).
12. There are no balks.
13. The batter cannot run on a dropped 3rd strike.
14. For the months of May and June <u>only</u>, no walks will be issued when a batter receives ball 4. Instead, a batting tee will be brought to the plate and the batter will proceed to put the ball in play with a full swing (no bunting). Once the ball is hit (there are no restrictions on distance) normal rules for play of the ball will apply.
    Note: A batter will still be awarded 1st base if they are hit by the pitch.

11U

(Players turning 11 this year)

15. Pitchers are allowed to pitch in two (2) innings. These must be consecutive innings. For the purpose of this rule an inning is considered the delivery of one (1) pitch to a batter. Once a pitcher is removed they may not pitch again in that game. The following pitch count rules will also apply:

    a. A pitcher may not pitch more than 70 pitches in a calendar day. If the limit is reached while facing a batter the pitcher may complete pitching to that batter.

    b. If a pitcher throws more than 45 pitches in a calendar day they cannot pitch the next day - a player must have 2 nights rest.

    c. Both teams shall have pitch count recorders that shall compare totals each half inning.

    d. Pitch count recorders must provide the current pitch count for any pitcher when asked by a coach or umpire.

    e. The pitch count recorders should inform the home plate umpire when a pitcher has delivered their limit of pitches for the game. The home plate umpire will then notify the pitcher's coach that the pitcher must be removed.
    Note: It is the responsibility of the coach 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.

    f. Illegal pitching penalty: Where a player throws more pitches than permitted, the player's team shall forfeit the game.

16. A coach shall be allowed an unlimited number of trips to the mound without having to remove the pitcher. The umpire may limit such trips if, in the umpire’s view, the coach or manager’s intent is to delay the game.

17. With two (2) out, a substitute runner may be provided for a catcher on base. The designated runner must be the last out.

13U

(Players turning 12 or 13 this year)

Distance between bases: 75 ft.
Distance to pitching rubber: 50 ft.
Official length of game: Six (6) innings

Barrie Sports Complex

Official start of practice: 6:30 PM
Coaches meeting with umpires: 6:55 PM
Home team takes the field: 6:57 PM
Official time of first pitch: 7:00 PM
No new inning time: 8:30 PM
Curfew time: 9:00 PM

In-town Unlit Diamonds

Official start of practice: 6:00 PM
Coaches meeting with umpires: 6:25 PM
Home team takes the field: 6:27 PM
Official time of first pitch: 6:30 PM
No new inning time: 8:00 PM
Curfew time: 8:30 PM

1. 13U is a competitive division with game scores and standings kept. Official rules of baseball shall be followed, except as otherwise specified.
2. Umpires are provided for the 13U division.
3. Coaches are not permitted on the field of play.
4. All players are placed in the batting order, there are unlimited defensive substitutions. If a player arrives late, they are to be added to the end of the batting order.
5. The traditional nine (9) baseball positions are fielded each inning.
6. No player shall sit on the bench for two (2) innings in one game until every player has sat at least one (1) inning on the bench. Similarly, no player shall sit on the bench for three (3) innings in one game until every player has sat on the bench for two (2) innings, etc...
   Exceptions to this rule are for medical reasons or injuries.
7. Games will be seven (7) innings in length. An official game is five (5) innings or if the home team is winning after 4 ½ innings. If a game does not meet the minimum 5 innings due to time limit, the game shall be considered official.
8. Mercy Rule: In all games, except for the seventh inning, a team's turn at bat will terminate with the occurrence of three (3) outs or the scoring of five (5) runs. The last inning is only an open inning if it is also the seventh inning. If the no new inning time is reached and the game is six innings or less, the last inning shall not be an open inning.
9. Batting helmets must have a face cage OR a C-flap installed. A chin strap must also be attached unless a C-flap that is worn as designed by the manufacturer prevents the use of a chin strap.
10. Balks will be called and umpires will provide one (1) warning per pitcher.
11. A runner cannot advance to home on a wild pitch or passed ball. All other runners are permitted to advance.
12. Pitchers are allowed to pitch in three (3) innings. These must be consecutive innings. For the purpose of this rule an inning is considered the delivery of one (1) pitch to a batter. Once a pitcher is removed they may not pitch again in that game. The following pitch count rules will also apply:
    a. A pitcher may not pitch more than 80 pitches in a calendar day. If the limit is reached while facing a batter the pitcher may complete pitching to that batter.
    b. If a pitcher throws more than 55 pitches in a calendar day they cannot pitch the next day - a player must have 2 nights rest.
    c. Both teams shall have pitch count recorders that shall compare totals each half inning.

13U

(Players turning 12 or 13 this year)

d. Pitch count recorders must provide the current pitch count for any pitcher when asked by a coach or umpire.

e. The pitch count recorders should inform the home plate umpire when a pitcher has delivered their limit of pitches for the game. The home plate umpire will then notify the pitcher's coach that the pitcher must be removed.
Note: It is the responsibility of the coach 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.

f. Illegal pitching penalty: Where a player throws more pitches than permitted, the player's team shall forfeit the game.

13. A coach shall be allowed an unlimited number of trips to the mound without having to remove the pitcher. The umpire may limit such trips if, in the umpire's view, the coach or manager's intent is to delay the game.

14. With two (2) out, a substitute runner may be provided for a catcher on base. The designated runner must be the last out.

16U

(Players turning 14, 15 or 16 this year)

Distance between bases: 90 ft.
Distance to pitching rubber: 55 ft.
Official length of game: Seven (7) innings
Only Game (Lennox A & IRC)
Coaches meeting with umpires: 6:25 PM
Home team takes the field: 6:27 PM
Official time of first pitch: 6:30 PM
No new inning time: 8:15 PM
Curfew time: 8:45 PM
Early Game (Lennox B)
Coaches meeting with umpires: 5:55 PM
Home team takes the field: 5:57 PM
Official time of first pitch: 6:00 PM
No new inning time: 7:45 PM
Curfew time: 8:15 PM
Late Game (Lennox B)
Coaches meeting with umpires: 8:25 PM
Home team takes the field: 8:27 PM
Official time of first pitch: 8:30 PM
No new inning time: 10:15 PM
Curfew time: 10:45 PM

1. 16U is a competitive division with game scores and standings kept. Official rules of baseball shall be followed, except as otherwise specified.
2. Umpires are provided for the 16U division.
3. Coaches are not permitted on the field of play.
4. All players are placed in the batting order, there are unlimited defensive substitutions. If a player arrives late, they are to be added to the end of the batting order.
5. The traditional nine (9) baseball positions are fielded each inning.
6. No player shall sit on the bench for two (2) innings in one game until every player has sat at least one (1) inning on the bench. Similarly, no player shall sit on the bench for three (3) innings in one game until every player has sat on the bench for two (2) innings, etc. Exceptions to this rule are for medical reasons or injuries.
7. Games will be seven (7) innings in length. An official game is five (5) innings or if the home team is winning after 4 ½ innings. If a game does not meet the minimum 5 innings due to time limit, the game shall be considered official.
8. Mercy Rule: In all games, except for the seventh inning, a team's turn at bat will terminate with the occurrence of three (3) outs or the scoring of five (5) runs. The last inning is only an open inning if it is also the seventh inning.
9. Batting helmets must have a chin strap attached, unless a C-flap that is worn as designed by the manufacturer prevents the use of a chin strap.
10. Balks will be called and umpires will provide one (1) warning per pitcher.
11. Pitchers are allowed to pitch in three (3) innings. These must be consecutive innings. For the purpose of this rule an inning is considered the delivery of one (1) pitch to a batter. Once a pitcher is removed they may not pitch again in that game. The following pitch count rules will also apply:
    a. A pitcher may not pitch more than 90 pitches in a calendar day. If the limit is reached while facing a batter the pitcher may complete pitching to that batter.
    b. If a pitcher throws more than 65 pitches in a calendar day they cannot pitch the next day - a player must have 2 nights rest.
    c. Both teams shall have pitch count recorders that shall compare totals each half inning.
    d. Pitch count recorders must provide the current pitch count for any pitcher when asked by a coach or umpire.

16U

(Players turning 14, 15 or 16 this year)

e. The pitch count recorders should inform the home plate umpire when a pitcher has delivered their limit of pitches for the game. The home plate umpire will then notify the pitcher's coach that the pitcher must be removed.
Note: It is the responsibility of the coach 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.

f. Illegal pitching penalty: Where a player throws more pitches than permitted, the player's team shall forfeit the game.

12. A coach shall be allowed an unlimited number of trips to the mound without having to remove the pitcher. The umpire may limit such trips if, in the umpire's view, the coach or manager's intent is to delay the game.

13. With two (2) out, a substitute runner may be provided for a catcher on base. The designated runner must be the last out.