



Sudbury Minor Baseball Rules

rev: 2018-06-18

General Playing Rules

1. All rules listed by Baseball Canada and Baseball Ontario will be followed, unless stated otherwise in this document.
2. All catchers must wear protective equipment including a jockstrap and cup.
3. In Mosquito and Peewee no pitcher shall pitch more than two innings in any one game and no more than three (3) innings in Bantam.
4. The umpire will discuss the ground rules to the coaches prior to the beginning of each game.
5. Managers and Coaches are responsible for team and spectator discipline at all times. Abusive language by anyone will not be tolerated.
6. For all divisions except T-ball and Jr Rookie, the mercy rule is in effect. This means that the inning shall come to an end when the team at bat has scored five (5) runs regardless of whether or not three (3) outs have been recorded. The mercy rule is in effect for every inning except the seventh. The seventh inning remains an open inning for scoring.
7. In all divisions, there must be a designated runner for the catcher if he/she reaches, or is on, base with two (2) outs.
8. All players in attendance must be listed in the batting order on the score sheet. All players will take their turn at bat for the complete game.
9. All divisions will use ten (10) fielders except Bantam and Midget/Senior which will use nine (9). The 10th player is the 4th outfielder also known as rover. Jr Rookie uses twelve (12) players, as outlined below.
10. If any team is leading by ten (10) or more runs, runners shall only advance on a batted ball. Failing to do so shall result in the offending player being declared out.
11. Players in each age category will be equally distributed between teams. All players shall play in their own age division unless submission is made to the SMBA Board and approval is granted.
12. A team must have seven (7) players in order to play a regular league game. If a team at game time has the minimum number of players, the opposing team, if possible, must lend the necessary number of players to make a full team. Teams may lend players at their own discretion during playoffs and tournament games.

13. Every player on every house league team must play at least two (2) of the first four (4) innings in regular, tournament and play-off games. Rained out, called games are excepted.
14. No house league player shall play in the outfield for more than two innings in a row, unless a special exception can be proven. For example, a player was hit with the ball and is afraid to play on the infield, an umpire may allow for breaking of this rule until the player and parent(s)/guardian(s) of the player are comfortable with the player coming back to the infield.
15. No house league player shall play the outfield three times before all players have played the outfield once, unless low (low means fewer players than positions) attendance dictates otherwise. Even in a low attendance situation, playing positions need to be rotated.
16. Players MUST be rotated; in, out and around. It is strongly encouraged that players have the opportunity to play all positions.
17. In a regular 6 or 7 inning game, all house league players must play the infield at least once, and the outfield at least once. Exceptions to this rule fall under the same exception case as in rule 13.
18. If a coach has not met the rotation requirement, it is up to the opposing coach, not the umpire, to bring up the situation to light. The defensive coach will then make the appropriate adjustments to their defensive positioning.
19. TBall, Jr Rookie, and the Senior division are exempt from the inning rotation requirements, but rotation of players is still encouraged, and required in TBall and Jr. Rookie.
20. Any player who is not in full team uniform (SMBA/Rally Cap hat, jersey, and pants) will not be allowed on the playing field during the game.
21. Players must observe the code of conduct. Failure to do so may result in ejection from the game.
22. It is the responsibility of team officials to ensure that playing equipment is not abused. Players who abuse equipment will be ejected from the game. Throwing of equipment in anger will result in ejection.
23. Helmets with cages are mandatory and must be worn at all times while at bat and running the bases in all divisions excluding Peewee, Bantam, Midget and Senior.
24. Metal spikes are prohibited in all divisions excluding Bantam, Midget and Senior.
25. No player shall dispute an umpire's decision. Failure to obey this rule may result in ejection from the game. Any player or coach ejected from any game shall be suspended from further play until he/she appears before the division convenor.

26. T-Ball and Jr Rookie are under different time limit rules. Unless explicitly stated in the event of certain tournament or playoff games, such as finals, time limits will be enforced. Regardless of the games' start time, there shall be no new inning after the 1 hour 45 minute mark, At the start of the game, first pitch, the umpire shall declare the start time of the game. Games come upon a hard time limit, based on schedule. Typically this is at the 2 hour mark from the game's scheduled start time. If an inning is not completed because of time limit, the score at the last completed inning will be the final result. In the tournament and playoffs, if tied the score from the last completed inning where one team was winning will be used; if no team held a lead, a coin toss will determine the winner.
27. No drugs, alcohol and tobacco products are to be used at the Terry Fox Complex.
28. Profanity will not be tolerated!

Jr. Rookie Ball Rules

1. All of the General Playing Rules would apply.
2. Base lines shall be fifty-five (55) feet in length. The pitching machine shall be operated by an adult and have a set location and speed: thirty (30) feet directly in front of Home Plate and a pitching speed of thirty (30) miles per hour. These configurations shall not be altered during the game. The pitching machine's trajectory may be adjusted after an inning with the agreement of both coaches.
3. All games shall be a max of three (3) innings long. Two (2) innings shall constitute a game in the event of time limit or adverse weather conditions. For a curfew or suspended game, the final score will revert back to the last complete inning. When curfew is called, the current batter shall be allowed to complete his at bat.
4. The ball used shall be of the consistency and type of the Easton Incrediball or Rawlings T-Ball.
5. As a minimum, the defense shall consist of seven (7) players; a catcher, a pitcher, 1st baseman, 2nd baseman, 3rd baseman and two players in the Outfield. Any additional players beyond the minimum shall be limited to a maximum of twelve (12). That is, the traditional nine (9) positions, another pitcher on the other side of the pitching machine and the rest in the outfield.
6. Positions for all outfielders shall start each play from the outfield grass.
7. Coaches shall operate the pitching machine.
8. Coaches are permitted in the field of play to help coach players. Defensive coaches may be in the outfield and behind the plate. Offensive coaches may be at 1st and 3rd, as well as behind the plate.

9. Each player will get three (3) hittable pitches. If the ball is not put in play after the third pitch, a tee will be brought out and placed in front of home plate. The batter will get two (2) attempts at the ball on the tee. If the batter fails to put the ball in fair play after the attempts on the tee, the batter is automatically out. If a pitch is above the shoulders of the player or below the shins, the umpire may declare no pitch and a repitch will be given. If, in the opinion of the coach or umpire, a batter is attempting to wait for the tee by not making a solid effort at the pitched balls, then, for that batter, the tee will not be brought out, that batter will get two (2) additional pitched balls. If the ball is not put in play after the fifth pitch, the batter is automatically out.
10. An inning shall be completed after all players have been at bat. Should one team have more players than the other, the team with the fewer number of players shall go through its batting order until they have sent up the same number of batters. That team's next at bat will continue from the last batter of the previous inning.
11. Players may advance beyond one base until there has been a play on the ball in the infield, to a maximum of two bases. This means if a ball is batted to the outfield, the runners and batter-runner may continue to advance up to an additional base until the ball comes to the infield; runners and the batter-runner are able to continue to advance to the base they are heading to, but not beyond. An error made by an infielder on the ball (if a ball goes through the third baseman's legs for example) shall count as a play in the infield.
12. If the offensive team is, in the opinion of the umpire, taking too to pitch. The umpire may call a strike, counting against the number of pitches the player due up is to get. If the situation persists, the umpire may continue to call strikes. Time from pitch to pitch should not take longer than 12 seconds.
13. If the defensive team is taking too long to take the field, the umpire may allow the offensive team to start play without all of the defensive players on the field. Players who did not get onto the field due to this rule must wait until the next batter comes up to bat before entering the field. A team should take the field and be ready to play in 120 seconds.
14. Scoring in Jr Rookie shall be based on the number of outs that a team gets, not by runs scored.

Sr. Rookie Ball Rules

1. All of the General Playing Rules would apply.
2. Coaches shall operate the pitching machine.

3. Each player will get five (5) hittable pitches. If the ball is not put in play after the fifth pitch, the batter is automatically out. If a pitch is above the shoulders of the player or below the shins, the umpire may declare no pitch, provided the player did not swing at it, and a repitch will be given.
4. Positions for all outfielders shall start each play from the outfield grass.
5. Coaches are permitted in the field of play to help coach players. A Defensive coach may be in the outfield. Offensive coaches may be at 1st and 3rd, as well as behind the plate.
6. Players may advance beyond one base until there has been a play on the ball in the infield. This means if a ball is batted to the outfield, the runners and batter-runner may continue to advance until the ball comes to the infield; runners and the batter-runner are able to continue to advance to the base they are heading to, but not beyond. An error made by an infielder on the ball (if a ball goes through the third baseman's legs for example) shall count as a play in the infield.
7. If the offensive team is, in the opinion of the umpire, taking too long to pitch. The umpire may call a strike, counting against the number of pitches the player due up is to get. If the situation persists, the umpire may continue to call strikes. Time from pitch to pitch should not take longer than 12 seconds.
8. If the defensive team is taking too long to take the field, the umpire may allow the offensive team to start play without all of the defensive players on the field. Players who did not get onto the field due to this rule must wait until the next batter comes up to bat before entering the field. A team should take the field and be ready to play in 120 seconds.

Mosquito Rules

1. Base runners will not take a lead off any base. Base runners cannot leave their respective bases in an attempt to steal until the pitched ball has crossed home plate. The umpires will require a base runner to return to their original base if they leave before the ball crosses home plate. Once the ball crosses home plate the base runners can advance at their own risk.
2. The pitcher is not required to throw from the Set Position as before.
3. 3rd strike or passed ball the batter is out right away. He cannot run regardless of situation.
4. The Mercy Rule in the Mosquito Division will be at three (3) runs per inning instead of five (5), except in the seventh inning. The seventh inning remains an open inning for scoring.