



2025 House League Rules

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1.0 House League Rules

1.1 Playing Rules

- 1.1.1 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. A team has 15 minutes from scheduled game time to get the minimum number of players.
- a) Umpires will be encouraged to stay for a couple innings but are not obligated to stay.
 - b) After 15 minutes from scheduled game start if a team doesn't have enough after 15 minutes the team forfeits the game 7-0
- 1.1.2 Players must rotate through positions on the field in all regular, tournament and play-off games. Rained out, called games are exempt. No player shall play in the outfield two innings in a row. Players MUST be rotated; in, out & around. It is strongly encouraged that players have the opportunity to play all positions.
- 1.1.3 Any player who does not have the required safety equipment (i.e., pants, shirt, helmet) will not be allowed on to the playing field during the game. Players will be encouraged and reminded to wear the team uniform.
- Note: This rule is fully enforced during the Jim Gibbons Memorial Tournament weekend*
- 1.1.4 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. Regardless of it being personal or league equipment. (See code of conduct).
- 1.1.5 No player or coach 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.
- 1.1.6 Metal spikes are strictly prohibited in all play and practice.
- 1.1.7 The Home team is responsible for score keeping and submitting scores at the end of the game. Failure to report scores within 24 hours from the completion of the game will result in a 7-0 home team loss.
- a) Scores to be submitted to scores@sudburyminorbaseball.com

1.2 Mercy, Time Limit and Tie Breakers

1.2.1 The maximum number of innings during regular season play are as follows:

- a) 7U: two (2) innings;
- b) 9U: six (6) innings;
- c) 11U to 18U: seven (7) innings.

1.2.2 The Mercy Rule will be 4 runs per inning. After 4 runs, the half inning is over and teams are to switch from offence to defence, regardless if 3 outs have been recorded.

1.2.3 The time limit during regular season play is as follows:

- a) 7U and 9U: 90 minutes (1.5 hours) with a hard stop, no new inning after 1 hour 15 minutes;
- b) 11U to 18U: 120 minutes (2.0 hours) with a hard stop, no new inning after 1 hour 45 minutes

Note: Umpires will notify coaches when it is the last inning

1.2.4 If the game reaches the time limit identified in Section 1.2.3, and the inning is not fully complete, the final score is that of the last complete inning.

1.2.5 A tie is allowed in regular season and round robin format tournaments/playoffs. A tie will be broken by the following in order:

Note: Time limits are still in effect

- a) Last complete inning a team was winning;
- b) Results of games played against each other (head-to-head);
- c) Runs for and against in round robin;
- d) Total runs scored in round robin;
- e) Coin Toss.

Notes: All disputes will be settled by the Umpire Liaison and Convenor.

1.3 Pace of Game

- 1.3.1 It is the goal to ensure all players get the chance to enjoy the baseball experience in every possible way. With that in mind, getting complete games in or coming as close as possible is very important to a positive experience for players, coaches, and parents/guardians. Below are guidelines for coaches to help ensure the most baseball possible is played, making best use of allotted field times.
- 1.3.2 Have any catchers keep their gear on or get their gear on whenever they are not hitting. If they are on deck with a chance of the third out happening prior to their at bat, they should keep shin guards on. Keep all catcher gear easily accessible.
- 1.3.3 Assign everyone a buddy to “pick them up” during inning switchovers, or otherwise ensure that players bring gloves to any stranded base runners.
- 1.3.4 Assign an area or areas where team equipment can be found (e.g., catcher’s gear).
- 1.3.5 Ensure that players know exactly where they are playing well in advance of the side being retired.
- 1.3.6 Use the time during offensive innings or when a player is sitting to allow players wanting to practice pitching, catching, or hitting who may not exhibit the skill required to do so immediately to work on this. Use foul territory or an area outside of the field of play to set up a practice area. It can be intimidating and discouraging for the player to go into a game without the practice needed.
- 1.3.7 Feel free to engage umpires in a respectful manner between innings. Do not interrupt if they are having a discussion with a mentor or supervisor.
- 1.3.8 Pitchers shall be limited to a maximum of 8 warm up pitches per inning or one minute of warm up, whichever comes first.

Note: Be mindful of the umpire’s thoughts/ goals related to game pace, they are trained to keep the game moving.

1.4 Code of Conduct

- 1.4.1 Put fun, Sportsmanship and learning above all else; in relationships between players, coaches, officials and parents/fans. It is expected that all players, coaches, umpires and team personnel to abide by the following Code of Conduct at any baseball game, event, playoff or tournament on and off the field.
- 1.4.2 Any coach, or any other team representative, (whether house league or Rep/Select) who conducts himself in a manner which contrary to the rules, or code of conduct will be subject to disciplinary action; including (but not limited to) suspension.

1.4.3 Unacceptable or unsportsmanlike behavior by players, coaches or umpires includes, but is not limited to:

- a) Swearing or using abusive language;
- b) Attempting to incite fans;
- c) Unnecessary physical contact with any player, coach, fan or umpire;
- d) Throwing or abusing any and all equipment;
- e) Damage to property;
- f) Possessing alcohol, tobacco, or cannabis products at any baseball facility within the City of Greater Sudbury is not permitted in accordance with By-law 2002-300 and By-law 2003-209.
- g) Phones are strictly prohibited from the field.

Note: The penalty for any of the above will be a warning followed by ejection from the game. SMBA and City of Greater Sudbury, in its sole discretion, can issue additional sanctions for any of the items listed above.

1.4.4 Players are expected to:

- a) Show good sportsmanship always;
- b) Respect the coaches, umpires, opponents, teammates as well as the fans and parents;
- c) Follow all league rules, guidelines, and any associated legislation and/or regulation that is in effect or may come into effect after the release of the rules;
- d) Attend all practices and scheduled games, and tryouts if interested in competitive baseball;
- e) Wear the uniform provided and be responsible for the care of all equipment;
- f) Respect coaching decisions on playing time and position; and
- g) Shake hands with the opposing team after the game in a positive way.

1.4.5 Team Officials are expected to:

- a) Be an example of good sportsmanship;
- b) Promote the game in a fair, unselfish and equitable way with all players on the team;
- c) Ensure proper conduct of the team both on and off the field and during games;
- d) Be accountable for their behaviour and decisions made to parents/players/league officials.;
- e) Strive to improve self in all aspects of the game;
- f) Attend any coaching or certification clinics provided by the league;
- g) Know, respect and follow the rules, guidelines and regulations;
- h) Be in charge of team and spectator discipline.
- i) Submit required certifications and criminal reference check prior to any practice or game; and

1.4.6 Parents and fans are expected to:

- a) Cheer for their team and not against the opposing team;
- b) Support the coach and show respect for their decisions regarding playing time and positions;
- c) Encourage their player by providing positive reinforcement;
- d) Respect the umpire's decision and model respect on and off the field;
- e) Be willing, able and ready to help the coach whenever possible;
- f) Ensure that their player is on-time for practices and ready for play at game time; and
- g) Be a positive role model.

1.4.7 Umpires and Officials are expected to:

- a) Attend any and all training provided;
- b) Call every game in an unbiased manner;
- c) Treat team officials and players in a respectful manner; and
- d) Hold themselves accountable on and off the field.

1.5 Ground Rules

1.5.1 Ground rules are rules that aren't expressly covered by Official baseball rules and are subject to change field to field.

1.5.2 Sudbury Fields

- a) Terry Fox 1
 - i. All enclosed, holes in fence baseball rules apply
 - ii. Dugouts end 90 degrees back to fence
- b) Terry Fox 2
 - i. All enclosed, holes and entrances in fence baseball rules apply
 - ii. Dugouts end 90 degrees back to fence
- c) Terry Fox 3
 - i. All enclosed, holes and entrances in fence baseball rules apply
 - ii. Dugouts end 90 degrees back to fence
- d) Terry Fox 4
 - i. All enclosed, holes and entrances in fence baseball rules apply
 - ii. Dugouts end 90 degrees back to fence
- e) Selkirk
 - i. All enclosed, holes and entrances in fence baseball rules apply
- f) Elm West 1
 - i. No Dugouts, Players Must sit on the bench or behind the bench when not on the field or at bat
 - ii. Multiple gates in the outfield.
 - iii. First Baseline no fence, Direct line from back stop to right field fence will dictate the field boundary.
 - iv. Spectators must be behind first base fence line or behind the outfield fence
- g) Elm West B
 - i. No Dugouts, Players Must sit on the bench or behind the bench when not on the field or at bat
 - ii. Multiple gates in the outfield.
 - iii. Third Baseline no fence, Direct line from back stop to left field fence will dictate the field boundary.
 - iv. Spectators must be behind first base fence line or behind the outfield fence

1.5.3 Valley Fields

a) Kin Park A

- i. All enclosed, holes and entrances in fence

b) Kin Park B

- i. All enclosed, holes and entrances in fence

c) Confederation

- i. All enclosed, holes and entrances in fence
- ii. Dugouts end 90 Degrees back to fence.
- iii. Light Standard in right field foul territory is in play, ball hits it ball is dead ruled foul ball
- iv. Wire stretches over right field ball touches the wire ball is dead. If fair batter gets second, runners only advance if forced.

d) Centennial A

- i. All enclosed, holes and entrances in fence

e) Centennial B

- i. All enclosed, holes and entrances in fence

f) Lion's Field

- i. All enclosed, holes and entrances in fence

2.0 7U House League Rules

2.1 The Playing Field

2.1.1 The pitching machine will be set up 44 feet from the plate.

2.1.2 Bases are to be properly secured at 65 feet.

2.1.3 An eight (8) foot diameter circle will be painted around the mound. If it is not marked it is at the umpire's discretion for where the mound is.

- a) If the ball lands and stops within the circle the ball shall be called dead and batter gets first, runners only advance if forced.
- b) If the ball hits the machine the ball is dead and batter gets first, runners only advance if forced.
- c) If a batted ball hits the coach in fair territory the ball is dead batter gets first and runners advance if forced
- d) If a thrown ball hits the coach in fair territory while play is on the ball is called dead and runners continue to the base where they were heading

2.1.4 The ball is dead after there is no play remaining after a batted ball.

2.2 The Defense

2.2.1 It is mandatory for pitchers to wear an approved batting helmet with cage and chin strap.

2.2.2 The pitcher can not stand within the safety circle or in front of the machine until the ball is hit.

2.2.3 If there is interference within the circle, the ball will be called dead and the batter is awarded first. Runners advance if forced.

2.2.4 Catchers must wear the following proper protective equipment or will not be permitted to play:

- a) Chest protector
- b) Helmet
- c) Shin guards
- d) Jock or jill

2.2.5 Teams may utilize 11 fielders as follows: 1st baseman, 2nd baseman, 3rd baseman, shortstop, left fielder, right fielder, catcher, TWO PITCHERS, and TWO CENTRE FIELDERS.

2.3 The Offense

2.3.1 The offensive team shall wear an approved helmet with a protective cage while on the field.

2.3.2 The batter will stand ready in the batters box before the ball is put into the machine.

Note: Blue/Black Flames can be loaded before the batter is ready.

2.3.3 The batter will receive three (3) pitches from the pitching machine, followed by two (2) attempts off of a batting tee.

2.3.4 Upon being declared out at the plate the batter shall return to the dugout.

2.3.5 The runner can not leave the base until the batter has made contact with the ball. There will be no lead offs or stealing in the game.

2.3.6 The runner will be given reminders to stay on base until the batter has made contact.

2.3.7 Foul balls the runner has to return to the base.

2.3.8 The offensive team shall bat through the line up to complete the half inning.

2.4 Coaches

2.4.1 The defensive team can utilize 4 coaches

- a) Two coaches can be in the field of play but must stay behind the base line at all times.
- b) one coach can be in the first base coaches' box, sharing with the offensive team coach.
- c) one coach can be in the third base coach box, sharing with the offensive team coach.

2.4.2 The offensive team can utilize 4 coaches

- a) One coach at the plate to coach the batter and to put the tee in place
- b) One coach will be operating the pitching machine
- c) One coach can be in the first base coaches box, sharing with the defensive team coach
- d) One coach can be in the third base coach box, sharing with the defensive team coach

3.0 9U House League

3.1 The Playing Field

- 3.1.1 The pitching machine will be set up 44 feet from the plate.
- 3.1.2 Bases are to be properly secured at 65 feet.
- 3.1.3 An eight (8) foot diameter circle will be painted around the mound. If it is not marked it is at the umpire's discretion for where the mound is.
 - a) If the ball lands and stops within the circle the ball shall be called dead and batter gets first, runners only advance if forced.
 - b) If the ball hits the machine the ball is dead and batter gets first, runners only advance if forced.
 - c) If a batted ball hits the coach in fair territory the ball is dead batter gets first and runners advance if forced
 - d) If a thrown ball hits the coach in fair territory while play is on the ball is called dead and runners continue to the base where they were heading
- 3.1.4 The ball is dead after there is no play remaining after a batted ball.

3.2 The Defense

- 3.2.1 It is mandatory for the pitcher to wear an approved batting helmet with cage and chin strap.
- 3.2.2 The pitcher cannot stand within the safety circle or in front of the machine until the ball is hit.
- 3.2.3 If there is interference within the circle the ball will be called dead the batter runner is awarded first, runners advance if forced.
- 3.2.4 Offensive coaches shall pitch to their own team.
 - a) Offensive coaches must wear a skull cap while operating the pitching machine
- 3.2.5 Catchers must wear proper protective equipment
 - a) Chest protector
 - b) Helmet
 - c) Shin guards
 - d) Jock strap or jill
 - e) Catchers Mitt (Recommended)
- 3.2.6 Teams may utilize 10 fielders as follows: 1st baseman, 2nd baseman, 3rd baseman, shortstop, catcher, pitcher, and FOUR OUT FIELDERS

3.3 The Offense

3.3.1 The offensive team shall wear an approved helmet with protective cage while on the field.

3.3.2 The batter will stand ready in the batter's box before the ball is put into the machine.

Note: Blue/Black Flames can be loaded before the batter is ready.

3.3.3 The batter will receive five (5) strikes as determined by the umpire. The last strike can be a foul ball. Batters cannot walk or bunt; bunts are automatic outs.

3.3.4 Upon being declared out at the plate the batter shall return to the dugout.

3.3.5 The runner can not leave the base until the batter has made contact with the ball.

3.3.6 The runner will be given reminders to stay on base until the batter has made contact.

3.3.7 Foul balls the runner has to return to the base.

Note: If a rule is not stated in this document please see Ontario Baseball Rules and contact Sudbury Umpire Association for interpretation at suacoordination@gmail.com

4.0 11U House League

4.1 The Playing Field

- 4.1.1 The pitcher will pitch from 45 feet from the plate.
- 4.1.2 The plate shall be 21" across
- 4.1.3 Bases are to be properly secured at 65 feet.
- 4.1.4 All team equipment must be kept in the dugout.

4.2 The Defense

- 4.2.1 Catchers must wear proper protective equipment.

- a) Chest protector
- b) Helmet
- c) Shin guards
- d) Jock strap or jill
- e) Catchers Mitt

Note: Failure to wear protective equipment can result in injury

- 4.2.2 Pitchers cannot wear any compressions sleeves that are deemed distracting by the umpire. See Baseball Ontario guidelines.
- 4.2.3 Pitchers can only pitch a maximum of one innings per game.
 - a) On days where multiple games are played pitchers cannot exceed 2 innings total per day.
- 4.2.4 Pitchers cannot pitch 3 consecutive days.
- 4.2.5 Coaches are limited to 3 trips to the mound per inning, on the second trip the pitcher must be changed. The umpire can deny trips if they are deemed to delay the game

4.3 The Offense

- 4.3.1 The offensive team shall wear an approved helmet with chin strap
- 4.3.2 Full face cages are mandatory

Note: If a rule is not stated in this document please see Ontario Baseball Rules and contact Sudbury Umpire Association for interpretation at suacoordination@gmail.com

5.0 13U House League

5.1 The Playing Field

- 5.1.1 The pitcher will pitch from 50 feet from the plate.
- 5.1.2 Bases are to be pegged down 75 feet.
- 5.1.3 All team equipment must be kept in the dugout.

5.2 The Defense

- 5.2.1 Catchers must wear proper protective equipment

- a) Chest protector
- b) Helmet
- c) Shin guards
- d) Jock strap or jill
- e) Catchers Mitt

Note: Failure to wear protective equipment can result in injury

- 5.2.2 Balks will be called (See OBR 6.02)

Note: 3 warnings per team before bases are awarded

- 5.2.3 Pitchers cannot wear any compression sleeves that are deemed distracting by the umpire. See Baseball Ontario guidelines.
- 5.2.4 Pitchers can only pitch 2 innings per game.
 - a) On days where multiple games are played pitchers cannot exceed 3 innings total per day.
- 5.2.5 Pitchers cannot pitch 3 consecutive days.
- 5.2.6 Coaches are limited to 3 trips to the mound per inning, on the second trip the pitcher must be changed. The umpire can deny trips if they are deemed to delay the game

5.3 The Offense

- 5.3.1 The offensive team shall wear an approved helmet with chin strap while on the field.
- 5.3.2 Full face cages or C flaps are mandatory.
- 5.3.3 On a dropped third strike Batters can attempt to take first base.

Note: If a rule is not stated in this document please see Ontario Baseball Rules.

6.0 15U House League

6.1 The Playing Field

- 6.1.1 The pitcher will pitch from 60 feet 6 inches from the plate.
- 6.1.2 Bases are to be pegged down 90 feet as per Official Baseball Rules
- 6.1.3 All team equipment must be kept in the dugout.
- 6.1.4 Games must be played on regulation diamonds

6.2 The Defense

- 6.2.1 Catchers must wear proper protective equipment

- a) Chest protector
- b) Helmet
- c) Shin guards
- d) Jock strap or jill
- e) Catchers Mitt

Note: Failure to wear protective equipment can result in injury

- 6.2.2 Balks will be called (See OBR 6.02)

Note: One warning per Team before bases are awarded

- 6.2.3 Pitchers cannot wear any compressions sleeves that are deemed distracting by the umpire. See Baseball Ontario guidelines.

- 6.2.4 Pitchers can only pitch 3 innings per game.

- a) On days where multiple games are played pitchers cannot exceed 4 inning total per day.

- 6.2.5 Pitchers cannot pitch 3 consecutive days.

- 6.2.6 Coaches are limited to 2 trips to the mound per inning, on the second trip the pitcher must be changed. The umpire can deny trips if they are deemed to delay the game

6.3 The Offense

6.3.1 The offensive team shall wear an approved helmet

6.3.2 Bats are not allowed to exceed a minus five (-5) rating. This rating is the differential between the weight and length of the bat. If no markings are visible on the bat, it shall be removed from play.

6.3.3 Full face cages or C flaps are mandatory accessories.

Note: If a rule is not stated in this document please see Ontario Baseball Rules and contact Sudbury Umpire Association for interpretation at suacoordination@gmail.com

7.0 18U House League

7.1 The Playing Field

- 7.1.1 The pitcher will pitch from 60 feet 6 inches from the plate.
- 7.1.2 Bases are to be pegged down 90 feet as per Official Baseball Rules
- 7.1.3 All team equipment must be kept in the dugout.

7.2 The Defense

- 7.2.1 Catchers must wear proper protective equipment

- a) Chest protector
- b) Helmet
- c) Shin guards
- d) Jock strap or jill
- e) Catchers Mitt

Note: Failure to wear protective equipment can result in injury

- 7.2.2 Balks will be called (See OBR 6.02)
- 7.2.3 Pitchers cannot wear any compressions sleeves that are deemed distracting by the umpire. See Baseball Ontario guidelines.
- 7.2.4 Pitchers can only pitch 4 innings per game
 - a) On days where multiple games are played pitchers cannot exceed 5 innings total per day.
- 7.2.5 Pitchers cannot pitch 3 consecutive days.
- 7.2.6 Coaches are limited to 2 trips to the mound per inning, on the second trip the pitcher must be changed. The umpire can deny trips if they are deemed to delay the game

7.3 The Offense

- 7.3.1 The offensive team shall wear an approved helmet with double ear flaps
- 7.3.2 Bats are not allowed to exceed a minus five (-5) rating. This rating is the differential between the weight and length of the bat. If no markings are visible on the bat, it shall be removed from play. Second offence of the same bat or player will result in ejection. (If a player plays House League Select please abide by OBA's Bat rules)

- 7.3.3 Full face cages and C flaps are acceptable accessories and are encouraged

Note: If a rule is not stated in this document please see Ontario Baseball Rules and contact Sudbury Umpire Association for interpretation at suacoordination@gmail.com

8.0 REP and Select Teams Playing in House League

8.1.1 9U REP/ Select playing 11U House League, This will be a 9U game following all rules for 9U.

8.1.2 10U REP Playing 11U House League. REP will follow their rules including:

- a) Pitch count and arm care rules
- b) Leaving the base as the ball is released

House League will follow REP Rules if they so choose.

8.1.3 11U REP/ SELECT Playing 13U House League will follow their rules including:

- a) Pitch count and arm care rules
- b) Leaving the base as the ball is released
- c) No balks

House league will follow all 13U House League rules

8.1.4 12U REP Playing 13U or 15U House League will follow their rules including:

- a) Pitch count and arm care rules
- b) Balks will be called as per OBA rules
- c) -10 bat restriction

House league will follow all 13U House League rules

8.1.5 13U REP/ SELECT Playing 15U House League, will follow their rules including:

- a) Pitching from their rubber
- b) Pitch count and arm care rules
- c) Balks will be called as per 15U House League rules
- d) -10 bat restriction

House league will follow all 15U House League Rules

8.1.6 15U REP/ SELECT Playing 18U House League, will follow their rules including:

- a) Pitch count and arm care rules
- b) Bat restrictions

House league will follow all 18U House League Rules