Kingston Thunder Baseball Association

House League Rule Book 2022

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Introduction

The KTBA House League Rules are intended to ensure fair play and safety for all players.

Unless otherwise noted in the KTBA House League Rule Book, the rules from the "Official Rules of Baseball" with any rules adapted by Baseball Canada and Baseball Ontario will be the basic rules of publication for all House League Divisions.

All players and coaches participating in games and/or practices must be registered with the KTBA.

All coaches are responsible to the League Conveners and Executive.

All coaches are responsible for the team, including pictures and all league functions.

KTBA House League rules cannot be changed without Executive approval.

Where KINGSTON House League teams participate in inter-city regular season matches regardless of which team is designated as the home team in the schedule, KINGSTON House League rules apply.

1. The Playing Field, Uniforms and Equipment

1-1 DUGOUTS: The home team will use the third-base dugout and the visiting team will use the first-base dugout.

1-2 THE PLAYING FIELD: KTBA is responsible for laying out the diamond. The field shall be laid out using a measuring tape according to the instructions below, supplemented by Diagrams No. 1, No. 2 and No. 3 in Appendix A.

Division

Home Plate to First or Third Base

Home Plate to Pitcher’s Rubber

Home Plate to Second Base

Timbit Coach Pitch

50’

22’

70’ 8”

Rookie Ball

65’\*

44’

91’ 11”

Mosquito

65’

44’

91’ 11”

Peewee

75’

50’

106’ 1”

Bantam, Midget & Junior

90’

60’ 6”

127’ 3”

NOTE: All distances are measured from the back of home plate, with first and third base being fully within the dimensions stated, and second base being centered on the specific dimensions. It is the responsibility of the HOME team to ensure that the bases are laid down correctly as per the above table.

1-3 BATS: All players are allowed to use their own wooden bats. These are subject to the provisions in the Official Rules of Baseball.

For T-BITS, players are permitted to use their own aluminium alloy bats – however the bat must be either clearly marked by the manufacturer as a T-Ball bat or have been approved by the KTBA equipment manager.

From ROOKIE BALL through to MIDGET/JUNIOR, players are permitted to use their own aluminium alloy bats – however, to be considered legal, any aluminium alloy bat must clearly show the following markings:

• That it is a baseball bat,

• That it is approved for use in a North American youth baseball league,

• That it is BESR or BBCOR certified, or has a BPF of 1.15or less, • That it has been approved by the KTBA equipment manager. Softball bats are not considered legal in any division.

From PEEWEE division through to MIDGET/JUNIOR, any aluminium alloy bat must also clearly show the manufacturer’s ORIGINAL weight drop marking (length-weight differential) and must be that as approved by OBA to be considered legal.

Under no circumstances will a broken or cracked bat or a softball bat be allowed in a game or practice.

1-4 BATTING HELMETS: Batting helmets are mandatory while batting and running the bases. Chin straps must be fastened to helmets in all leagues below Juvenile.

Players in all divisions will be allowed to use their own batting helmets provided that the helmet clearly exhibits that it is NOSCAE approved and is a model with double ear flaps. The use of broken helmets will not be permitted in games or practices. KTBA does not supply batting helmets.

1-5 UNIFORMS: The full uniform as supplied by the KTBA must be always worn by players while participating in a game. Long pants must be worn in all games and practices or players will not be allowed to participate in the game or practice. Each team will be provided with an extra set of pants and shirt for call ups, if more than one call up player may play in t-shirt and pants.

1-6 CLEATS: Metal cleats or hard plastic cleats are NOT allowed. Moulded rubber shoes including turf shoes are acceptable. All players and coaches including parent volunteers stepping in for a coach must NOT wear open toed shoes on the field in any game or practice. If a player is found wearing illegal shoes, the shoes must be removed immediately and proper shoes must be substituted. No other penalty shall apply.

1-7 GLOVES: Catchers must use a Decker (catcher’s glove) in MOSQUITO division and up.

1-8 CATCHER’S MASK: Any person warming up a pitcher on or near the playing field before or during a game or practice must wear a catcher’s mask equipped with proper throat protection. This applies regardless of whether the individual warming up the pitcher is in a crouch position or not.

1-9 JOCK OR JILL: All players must wear an athletic support and cup (males) or a jill (females) to participate in any game or practice.

1-10 COACHES HELMETS: In KTBA House League Play, coaches, players, and parents coaching First or Third base do not have to wear protective helmets unless they are under the age of 18. Anyone under the age of 18 must wear a NOSCAE approved helmet while coaching First or Third base.

1-11 JEWELRY: Except for Medical Alert Bracelets, Phiten or similar magnetic detachable necklaces and bracelets, NO VISIBLE JEWELRY shall be worn during practices or games by players (stud earrings are the exception).

1-12 ELECTRONIC DEVICES: Players are not permitted to take electronic devices on the field during games and/or practices. Electronic devices should not be used by players in the dugout during a game.

2. Game Preliminaries

2-1 PRE-GAME WARMUP: For Rookie to Junior, teams are encouraged to warm up prior to the start of the game. For pre-game warm up before early games (6:00 pm), the teams shall have use of the outfield, and may also use the infield up to 15 minutes prior to the start of the game. The KTBA executive encourages warmups and those teams participating in 8:00 pm games are encouraged to arrive early and to either book the batting cage, if available, or conduct a warm up in the park on unused grass areas. Both teams’ coaches are responsible to ensure their teams are ready to play by the time of the pre-game Plate Talk conference with the umpire, which is to occur prior to the scheduled game start time.

2-2 PLATE TALK: Head coaches and umpires shall meet at home plate at the scheduled game time to discuss ground rules. The umpire has control of the game at that point.

2-3 GAME BALLS: The KTBA will provide all baseballs for a game.

2-4 UMPIRES: If no umpires are available at game time, every effort should be made to obtain volunteers from the spectators (if they are registered umpires or registered coaches) or from the coaching staffs. In the absence of umpire safety equipment, the home plate umpire will assume the position behind the pitcher’s mound.

2-5 UMPIRE HARASSMENT: Verbal harassment of an umpire before, during, or after a game will not be permitted or tolerated. Violations of this rule will result in immediate ejection and a suspension of the next game. Based on the severity of the violation or for repeat offenders the KTBA Disciplinary Committee could increase the length of the suspension.

2-6 PHYSICAL ABUSE: Physical abuse or the threat of physical abuse will not be tolerated and will result in an automatic suspension until further notice by the KTBA Disciplinary Committee. The KTBA will co-operate with any police investigation.

2-7 MINIMUM NUMBER OF PLAYERS: For ALL DIVISIONS, the minimum number of players for one team in a game is seven. It is an automatic default if less than seven players are available to play at game time. The game should still be played for the benefit of the players (e.g. coaches should be encouraged to lend players to the team in default). Such a game shall be supported by the umpires and the coaches. If a game is forfeited the score shall be 7-0.

2-8 CALL-UPS: (REGULAR SEASON -) Players may be called up from the division immediately below. Players called up from the division below are NOT ALLOWED TO PITCH OR CATCH. They cannot play more than the regular players. They must bat last in the order. A player who is called up must be played and cannot be taken out of the game except for injury. Only KTBA House League players may be called up. THERE WILL BE NO LIMIT TO THE NUMBER OF CALL UPS REQUIRED TO AVOID A FORFEITED GAME.

Borrowed players 1) may not miss their own game, 2) must bat last in the order, 3) may not result in your team having more than 9 players, 4) cannot play more than your regular players, and 5) cannot pitch or catch.

2-9 FAIR PLAY: For ALL DIVISIONS and above no player shall sit on the bench two or more innings in one game until every player has sat at least one inning on the bench. Similarly, no player shall sit on the bench for three innings in one game until every player has sat on the bench for two innings, etc. An exception to this rule is allowed for pitchers; however, by the end of the game a pitcher cannot have played more than one inning more than anyone else on the team. If a conflict arises it must be dealt with prior to the start of the next inning. The game should not be delayed.

Batting order during regular season coaches will adjust their batting order so the same kid doesn’t always bat first example; 1st Johnny 2nd Billy and etc. next game Johnny bats last Billy moves to 1st etch etc. etc.

Positions we encourage in regular season for all coaches to move their players around to let all players to try a new position within reason.

Full rotation of all players shall occur to ensure the whole team plays. No player shall play more than three innings in the outfield if possible. There is no player substitution during the inning unless due to an injury. In order to promote fair position of the players, a player’s outfield innings cannot exceed their infield innings by more than one.

Penalties for violation of rules 11-18 and 2.9 (which govern Fair Play) are to be ruled on by the convener and the VP of House League and/or the Disciplinary Committee.

2-10 REP PLAYERS: REGULAR SEASONS (All rep players may be allowed to play in house league (availability permitting). If there is a scheduling conflict, the priority is a) Rep Games; b) House League games; c) Rep Practices, and d) House League practices.

A player who is considered to be a pitcher for their rep team can pitch in house league, but only 1 inning. At the start of every season the Rep coaches will give a list to the VP of Rep and the VP of House league naming the pitchers.

All violations will be dealt with by the KTBA executive and failure to comply may result in any or all of:

A. 1 game suspension for the coach of record.

B. Multiple game suspensions for the coach of record.

C. Forfeiture of the game.

D. Disciplinary committee interview of the coach of record.

3. Starting and Ending the Game

3-1 START TIMES: The starting time for weeknight games is set by the VP of House League (6:00 and 8:00 pm unless otherwise advised).

3-2 GRACE PERIOD: There is a 10-minute grace period at the beginning of the game for all age divisions in order to avoid defaults. Game duration is still measured from the original game time.

3-3 GAME TIME LIMITS:

Division

Practice

Hard curfew game ends

TIM BITS-Ball

Coach Pitch

Rookie

TBA

7:50 or 9:50

Mosquito

TBA

7:50 or 9:50

Peewee

TBA

7:50 or 9:50

Juvenile

TBA

7:50 or 9:50

Please note additional practices for Rookies at separate times may be arranged by contacting the Diamond scheduler – visit Kingstonthunder.com or kindly check with your commissioner.

Practice times for Mosquito/Pee Wee and Juvenile at separate times, including weekends, may be arranged by contacting the Diamond scheduler – visit Kingstonthunder.com or kindly check with your commissioner

The umpire will stop play after the first pitch, Home team score keeper will announce the official start time of the game, both coach’s and umpire should take note of the start time. The umpire will allow the batter to finish his or her bat.

(\*\*\*Please note that the KTBA has the right to change this rule if at any time during regular season the KTBA executive in their discretion determine that fair play, or stalling of games is occurring)

\*\*\*\*PLEASE NOTE THAT GAMES ARE TO USE FULL TIME ALLOTMENT TO ALLOW AS MUCH PLAY TIME AS POSSIBLE FOR ALL PLAYERS \*\*\*\*

3-4 LIGHTNING POLICY:

If thunder roars, go indoors!

If any KTBA umpire observes thunder or lightning he will stop the game and instruct all players, coaches and parents that they should seek shelter and move away from diamond. The game will be in this rain delay for 30 min. If the umpire observes thunder or lightning during a rain delay the 30 min clock will start again. The game can not resume until there has been 30 consecutive minutes where the umpire has not observed any thunder or lightning.

If the umpire stops the game during an inning the score will revert back to the score at the end of the last completed inning. A game will be considered official after the completion of:

ALL DIVISIONS 3 ½ innings if home team is ahead

If not a complete game attempts will be made to reschedule game if the schedule allows it.

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3-5 RAIN OUTS: This may be called by the City of Kingston authorities or a member of the KTBA Executive. It is the desire of the KTBA that in the event games are called off due to weather conditions, all efforts will be made to advise the membership at the earliest possible moment. Please check the thunder website, Instagram and Facebook accounts, as well as the thunder twitter feed for cancellations. Coaches cannot postpone a game.

3-6 POST GAME SPORTSMANSHIP: At the end of the game both teams, including coaches, must line up and shake hands. This promotes sportsmanship. FAILURE TO DO SO WILL result in SUSPENSION.

3-7 A coach who removes his/her team from the playing field before the completion of a game will be subject to suspension and the game will be forfeited.

4. The Batter

4-1 BATTING ORDER: All players present and eligible to play will be listed in the batting order and will bat in a continuous order throughout the game.

If a player is hurt or leaves, the batting order is still continuous, but that spot vacated by the player will not result in an out.

A player who arrives after the start of the game and who is in the batting order for the game may bat in his/her position as long as his/her turn at bat has not yet occurred. Otherwise, no matter at what time the player arrives, he/she will be placed at the bottom of the batting order.

4-2 DISCIPLINE: No fighting or charging the pitcher will be allowed. This will mean immediate ejection from the game with further suspensions.

5. The Runner

5-1 CONTACT RULE: Runners are instructed to slide or 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 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 attempting 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 the base or b) attempted to dislodge the ball, 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.

Any unnecessary body contact by either runner or fielder shall be looked upon as an attempt to injure and will mean ejection from the game with possible further ejections.

5-2 Any player unable to take their turn at bat because of injury or other justifiable reason shall be removed from the game. This will not be considered an out or batting out of turn, even if this reduces a team’s line up to 7 players.

5-3 No pinch runners are allowed except for injury or if your catcher is on base with two outs. When required, the last player called out will pinch run.

5-4 Any player leaving the field due to injury must remain out of the game for the remainder of the defensive inning or the next defensive inning if the player was a batter or runner before leaving.

6. The Pitcher

6-1 HIT BATTERS: If a pitcher (Mosquito and up) hits a) 3 batters in a game, or b) 2 batters in one inning, this pitcher must be removed from the mound immediately and cannot pitch again in that game. He/she can continue to play the game at any other position.

6-2 WARM UP PITCHES: A pitcher is allowed no more than 5 warm up pitches with the exception that, in cold weather, the number of pitches is at the discretion of the umpire. It is recommended that pitchers coming into a game warm up on the side before pitching in the game.

6-3 TRIPS TO THE MOUND: For all divisions, if a manager or coach makes a second trip to the mound for the same pitcher in the same inning, that pitcher must be removed from the mound immediately and cannot pitch again in that game.

7. The Umpire, Participant Conduct, Ejections, Game Protests

7-1 TIME OUTS: In order to request a ‘time out’, a coach must be in the coaches’ box or the dugout. ‘Time out’ can only be requested after a completed play. The umpire DOES NOT have to grant a request ‘time out’. Any coach that runs onto the field to argue an umpire’s call without first requesting and being granted a ‘time out’ may be subject to immediate ejection without warning.

7-2 GAME EJECTIONS AND SUSPENSIONS: A player or coach shall be suspended for the remainder of the game in which he/she was ejected plus his/her next league or playoff game without appeal. All ejections are reviewed by the Discipline committee who may reduce or add to the automatic game upon receiving umpires report and discussion with ejected person. Any of the following infractions, but not limited to these, substantiated as having been committed either before, during or immediately after any games sanctioned by the KTBA may result in ejection:

(a) Using profane or obscene language directed at an individual

(b) Arguing with a game official or questioning a judgment call

(c) Bumping, shoving, or pushing an umpire

(d) Conducting themselves in a manner deemed to detrimental to baseball, and/or the KTBA

(e) Using tobacco products or consuming of any alcoholic beverages on or near the playing field

(f) Showing disrespect to game officials or KTBA Executive members

(g) Destruction or abuse of KTBA property or others, including the throwing of bats or helmets

(h) Unsportsmanlike conduct on or off the playing field

(i) Taunting, teasing, or bullying players on the opposing team

(j) Verbal harassment/threats and/or physical abuse

Note - it will be the umpire’s discretion whether to first issue a warning to the offending party.

Individuals ejected shall completely leave the vicinity of the ballpark and shall be suspended for one more scheduled game. Please see rule 7.2 a player of younger years under the control of a parent or guardian may remain. The VP of House League will be notified by the Umpire in Chief of any ejections. The KTBA Discipline Committee, in reviewing the ejection report, may suspend the player or coach for additional games.

A second ejection will result in an automatic 3 game suspension. Please see rule 7.2 a third ejection is ruled on by the disciplinary committee. Coaching or playing while under suspension will incur a further 3 game suspension and action by the disciplinary committee. An additional minimum two game suspension will be assessed to any coach who refuses to leave the field after an ejection. There will also be an automatic review by the disciplinary committee for refusing to leave the field after an ejection. While under suspension, a player or coach cannot be involved with the team in any capacity at any KTBA events during the time of suspension. There are to be no conversations with the umpire after an ejection as this would represent "refusing to leave the field" after an ejection. Suspended players/coaches must serve their suspension before taking part in any KTBA team games (i.e. a House League suspension must be served before participating in a Select game and vice versa). Suspensions will be applied to any KTBA sanctioned games.

7-3 GAME PROTESTS: Protests based upon The Official Rules of Baseball and/or KTBA House League Rules will be accepted. However, A PROTEST OF AN UMPIRE’S JUDGMENT CALL WILL NOT BE ACCEPTED.

Protests based on the umpire’s interpretation of a rule or an incident shall be lodged by the Head Coach (or acting Head Coach) with the umpire at the time of such infraction. The umpire shall then inform the opposing Head Coach (or acting Head Coach) that the game is being played under protest and the game will continue to its conclusion. The umpire will file a Protest Report with their Crew Chief by noon of the following day.

The protesting team shall file via email a written protest to their Division Convener and the VP of House League by noon of the following day. Otherwise, the protest will not be accepted. Protests based solely on technicalities that cannot have had any bearing on the outcome of the game will not be upheld.

If an ejection and/or suspension is involved or if the matter is grave enough, the person concerned may be required to attend the HL Protest Committee meeting.

The HL Protest Committee shall consist of: Division Convener, VP of House League, and Umpire in Chief, and President. Any of these individuals may send a delegate if they are not able to attend or if their attendance/participation presents a conflict.

A deposit of $100 shall accompany all protests and be given to the Chairperson of the House League Protest Committee by noon of the following day. Otherwise, the protest will not be accepted. The protest deposit will be refunded if the protest is upheld.

The HL Protest Committee shall meet and hand down a decision as soon as possible. The decision of the HL Protest Committee is final.

For all playoff and tournament games, the following protest process will be utilized as an immediate decision is usually required:

Protests based on the umpire’s interpretation of a rule or an incident shall be lodged by the Head Coach (or acting Head Coach) with the Umpire at the time of such infraction. The Umpire shall then inform the opposing Head Coach (or acting Head Coach) that the game is being played under protest and the game will continue to its conclusion.

At the conclusion of the game, if the protesting coach has not withdrawn his/her protest, the umpire shall immediately report the protest to the Umpire in Chief or Umpire Crew Chief.

The HL Protest Committee, upon receiving the protest from the Umpire in Chief, shall hand down its decision as soon as possible with an aim of not disrupting any tournament or playoff games if possible. The decision of the HL Protest Committee is final.

Scoring - Rookie Ball thru Juvenile

8-1 SCORER’S AND SCOREKEEPING: The home team must be the official scorekeeper. The scorekeepers should confer after each inning to cross-check the score. If there are any discrepancies that cannot be resolved by the scorers or the coaches, then the umpires will attempt to reconcile the scorer’s books.

8-2 PLAYER’S NAMES: Scorekeepers must record all players’ jersey numbers on score sheets according to the line-up set by the head coach/manager. Players called up from the division below or borrowed from another team in the same division should be identified on the score sheet by circling the player’s number.

8-3 MERCY RULE: All divisions have a mercy rule of five (5) runs per inning.

8-4 OPEN INNINGS: There is no “Open Inning”. Regardless of whether or not they can catch up to the winning team, losing teams should continue to take their at bats in later innings within the game time limits. All games are to be played to full time limit.

8-5 REPORTING SCORES: Both teams are responsible for reporting the scores to the convener or a person selected by the VP of House League who will collect scores for all levels. In addition, score sheets should be delivered promptly by the home team in each game to the mail slot at Woodbine Park Club House. Score sheets will be kept proving in case of insurance claim that player was in the game, and to determine playoff eligibility.

8-6: Ties during the regular season are allowed.

9. Playoff Rules

9-1: The Division Conveners along with the VP of House League will determine the playoff format for their respective divisions. The format must ensure that each team plays a minimum of two playoff games, and that each team plays at least one game on the final weekend of the season. The format must be communicated to divisional coaches at the beginning of the season.

9-2: The championship game in each division has no time limit and must be played until completion.

a) Rookie 5 innings

b) Mosquito 6 innings

c) Peewee and up 7 innings

9-3: Home team is decided by season ending standings.

9-4: The standings from league play (wins-losses-ties) will be used to determine positioning for the playoffs. If all teams in a division have not played the same number of games, winning percentage will be used to rank the teams.

Winning percentage = [wins + ties/2] / games played

If teams are tied after league play the positioning is determined by:

1. Head-to-Head record between tied teams

2. Difference between runs for and runs against for the entire season

If still tied, a coin toss will determine position in the standings.

9-5: Playoff game times are determined by the VP of House League and the KTBA diamond scheduler.

10. A Divisional Rules: Tim Bits

These Rules are in addition to the KTBA House League General Rules.

Tim Bits emphasizes the importance of fun, teamwork and sportsmanship. It teaches the early FUNdamentals of hitting, running, throwing and fielding.

10-1a: This division is for boys and girls ages 4 through 5.

10-2a: No score is kept. Game play will be as outlined by the convenor and the VP of House league.

10-3a: The convenor or VP of House League has the option of changing elements of play throughout the season and can prescribe the manner in which the weekly sessions are to be conducted.

10. B Divisional Rules: Coach Pitch

These Rules are in addition to the KTBA House League General Rules.

Coach Pitch emphasizes the importance of fun, teamwork and sportsmanship. It helps develop the early skills of hitting, running, throwing and fielding.

10-1b: This division is for boys and girls ages 6 through 7.

10-2b: No score is kept. Game play will be as outlined by the convenor and the VP of House league.

10-3b: The convenor or VP of House League has the option of changing elements of play throughout the season and can prescribe the manner in which the weekly sessions are to be conducted. 11. Divisional Rules: Rookie Ball

These rules are in addition to the KTBA House League General Rules.

11-1: This division is for boys and girls ages 7, 8 and 9.

Games will commence at 6:00 pm.

BATTERS AND BASE RUNNERS:

11-2: All players will be listed in scorebook. Its 3 outs or 5 runs whichever comes first. All divisions have a mercy rule of five (5) runs per inning. Please make sure you are changing batting order game to game see rule 2.9 Fair Play

11-3: Each batter shall receive a maximum of 5 “hittable pitches” (strike zone). If a ball crosses the plate over the batter’s head or bounces into the dirt, the umpire will not count it as a strike unless the batter swings at the pitch. There is no three strikes rule, only a maximum of five pitches in the strike zone. If the fifth pitch is ruled a foul ball, then the batter is allowed to receive another pitch. There will not be any walks awarded. After the 5 hittable pitches and not hit or strike out a batting tee will be placed on home plate and the batter will receive one swing off the tee. If the player misses the ball or hits the tee instead of the ball the batter will be called out.

11-4: Batters cannot walk or bunt (a bunt is an automatic out).

11-5: Leadoffs and base stealing are not allowed. The base runner may leave the base when the batter contacts the baseball. If the base runner leaves the base before the batter makes contact with the baseball or leads off for any other reason, the umpire shall warn the offending coach. Each team is allowed one warning, with any further violations by that team resulting in the runner being declared out.

PITCHING:

11-6: The pitching machine is placed directly in front of the home plate at 44 feet and will be operated by an association approved Operator. Set up of the machine can be done by the umpire or the Operator. The Operator must wear a helmet.

11-7: The Operator shall set the pitching machine speed at the beginning of the game. The operator may adjust the speed of the pitching machine. The speed of the machine cannot be adjusted until the end of a completed inning and if the operator and coaches agree. Note: if the pitching machine does not have a speed display, it will be the operator’s decision.

Pitch speeds will increase as the season goes on changing on the 1st of these months:

May 35mph

June 37mph

July 37 mph

11-8: An 8-foot diameter safety circle shall be marked off directly in front of home plate and its centre shall be 44 feet from home plate. No player is permitted to break the plane of the safety circle, which is considered a dead ball area. Break the plane means that any part of the body enters the safety circle.

11-9: Base runners are not to advance to the next base on any overthrows.

11-10: The defensive pitcher(s) 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 be within two feet of the line until the ball is released from the machine. Only the pitcher(s) may return a live ball to the operator with runners on base. If the pitcher enters into the safety circle and touches a batted ball, the ball is dead, the batter is awarded first base and other runners will advance if forced. The pitcher must wear a regulation batting helmet with attached chinstrap.

11-11: If a batted ball hits the pitching machine or the machine operator or lands within the “safety circle”, then the ball will be deemed a dead ball and the batter will be awarded 1st base and other runners will be advanced only if forced. The operator feeding the machine must not interfere with any play being made by the defensive team.

11-12: If a thrown ball lands within the “safety circle”, the umpire shall stop play and assign runners to a base. The decision will be based on the runner’s position when play is stopped. More than halfway between bases, the runner can proceed to the next base as long as it is not already occupied by a runner not being awarded the next further base.

11-13: If for any reason, a pitching machine is not available for the game or it becomes disabled during the game, then a coach or parent, but not a player, will pitch in place of the machine.

11-14: There are no passed balls, wild pitches or stealing bases.

DEFENSIVE POSITIONS:

11-15: A team shall field up to 7 infield positions and 5 outfield positions. There may be 2 pitchers, one on each side of the pitching machine.

11-16: Outfielders must play ten feet behind the baseline.

11-17: Coaches are allowed in the outfield for the defensive team. The coach cannot physically assist players or affect the play. If he does then the umpire will treat the situation the same as spectator interference.

11-18: Full rotation of all players shall occur to ensure the whole team plays. No player shall play more than three innings in the outfield if possible. There is no player substitution during the inning unless due to an injury. In order to promote fair position of the players, a player’s outfield innings cannot exceed their infield innings by more than one.

11-19: Penalties for violation of rules 11-18 and 2.9 (which govern Fair Play) are to be ruled on by the convener and the VP of House League and/or the Disciplinary Committee.

11-20: Play ends when the Defensive Pitcher has control of the ball in the Defensive Pitcher position or the moment an infielder makes a throw to the Defensive Pitcher in the Defensive Pitcher Position (regardless of whether the subsequent attempt to catch the throw is successful). Runners are placed based on the judgment of the umpire. Base runners may only advance one base (in total) on any overthrows.

11-21: The infield fly rule does not apply.

11-22: When there are two outs and a player who is to be the catcher in the following half inning reaches base safely while batting or is already on base; he/she shall be substituted with a pinch runner (last out in the batting order or, if this is not possible, the farthest away in the batting order) in order to speed up the game.

11-23.: Only KTBA House League players may be called up. . THERE WILL BE NO LIMIT TO THE NUMBER OF CALL UPS REQUIRED TO AVOID A FORFEITED GAME.

REGULAR SEASON: Players from another team in the same division may be borrowed assuming they are not playing in that game already. Borrowed players 1) may not miss their own game, 2) must bat last in the order, 3) may not result in your team having more than 9 players, 4) cannot play more than your regular players, and 5) cannot pitch or catch.

12. Divisional Rules: Mosquito

These rules are in addition to the KTBA House League General Rules.

12-1: This division is for boys and girls ages 10 and 11.

12-2: Four outfielders may be used in an outfield position. No player, except a pitcher, can sit more than one inning without everyone having sat an inning.

12-3: Free substitution is allowed, but not in a way to unduly delay the game. The catcher cannot be changed during an inning unless due to injury to the catcher.

12-4: Baseball rules apply with the following exceptions:

(a) Lead offs are not permitted. The pitched ball must cross home plate before the runner may leave the base. The runner is to be called out for an infraction of this rule.

(b) There are no balks (because of the no lead off rule). However, deliberate deception of the runner is not allowed.

(c) Batter cannot run on a dropped third strike and is automatically out.

(d) The infield fly rule does not apply.

(e) There will not be any walks awarded. After ball four a batting tee will be placed on home plate and the batter will receive one swing off the tee. If the player misses the ball or hits the tee instead of the ball the batter will be called out.

(f) When the batter is hitting the ball off the tee the pitcher must stand behind the mound until the ball is hit.

12-5: A runner on 3rd base may not advance to home on a throwback to the pitcher from the catcher regardless of whether the throw is caught or not and cannot advance on a passed ball (no stealing home). A runner may not advance home on an overthrow at third base. To score a runner from third, it must be from a hit ball in play or forced in from a walk. If a runner does score on an overthrow he shall be sent back to third base.

12-6: A pitcher is allowed a maximum of 6 consecutive outs in one appearance. Once a pitcher is removed he/she may not pitch again in that game.

12-7: A player cannot catch and pitch in the same game. This is an OBA rule.

12.8.: REGULAR SEASON: Players may be called up from the division immediately below. Players called up from the division below are NOT ALLOWED TO PITCH OR CATCH. They cannot play more than the regular players. They must bat last in the order. A player who is called up must be played and cannot be taken out of the game except for injury. Only KTBA House League players may be called up. THERE WILL BE NO LIMIT TO THE NUMBER OF CALL UPS REQUIRED TO AVOID A FORFEITED GAME. Players from another team in the same division may be borrowed assuming they are not playing in that game already. Borrowed players 1) may not miss their own game, 2) must bat last in the order, 3) may not result in your team having more than 9 players, 4) cannot play more than your regular players, and 5) cannot pitch or catch

13. Divisional Rules: Peewee

These rules are in addition to the KTBA House League General Rules.

13-1: This division is for boys and girls ages 12 and 13.

13-2: Free substitution is allowed, but not in a way to unduly delay the game. The catcher cannot be changed during an inning unless due to injury to the catcher.

13-3: Official baseball rules apply.

13-4: A pitcher is allowed a maximum of 6 consecutive outs in one appearance. Once a pitcher is removed he/she may not pitch again in that game.

13-5: No player, except a pitcher, can sit more than one inning without everyone having sat an inning.

13-6: A player cannot catch and pitch in the same game. This is an OBA rule.

13-7.: REGULAR SEASON: Players may be called up from the division immediately below. Players called up from the division below are NOT ALLOWED TO PITCH OR CATCH. They cannot play more than the regular players. They must bat last in the order. A player who is called up must be played and cannot be taken out of the game except for injury. Only KTBA House League players may be called up. THERE WILL BE NO LIMIT TO THE NUMBER OF CALL UPS REQUIRED TO AVOID A FORFEITED GAME.

Players from another team in the same division may be borrowed assuming they are not playing in that game already. Borrowed players 1) may not miss their own game, 2) must bat last in the order, 3) may not result in your team having more than 9 players, 4) cannot play more than your regular players, and 5) cannot pitch or catch

Note: The league discourages the use of breaking ball pitches.

14. Divisional Rules: BANTAM

These rules are in addition to the KTBA House League General Rules.

14-1: This division is for players of age, from 14 through 17

14-2: Free substitution is allowed, but not in a way to unduly delay the game. The catcher cannot be changed during an inning unless due to injury to the catcher.

14-3: Official baseball rules apply.

14-4: A house pitcher is allowed a maximum of 3 innings in one appearance. A rep pitcher can pitch up to 35 pitches in one appearance upon rep coach approval. Once a pitcher is removed he/she may not pitch again in that game.

14-5: No player, except a pitcher, can sit more than one inning without everyone having sat an inning.

14-6: A player may catch and pitch in the same game.

14-7.: REGULAR SEASON Players may be called up from the division immediately below. Players called up from the division below are NOT ALLOWED TO PITCH OR CATCH. They cannot play more than the regular players. They must bat last in the order. A player who is called up must be played and cannot be taken out of the game except for injury. Only KTBA House League players may be called up. THERE WILL BE NO LIMIT TO THE NUMBER OF CALL UPS REQUIRED TO AVOID A FORFEITED GAME.

Players from another team in the same division may be borrowed assuming they are not playing in that game already. Borrowed players 1) may not miss their own game, 2) must bat last in the order, 3) may not result in your team having more than 9 players, 4) cannot play more than your regular players, and 5) cannot pitch or catch

15. Divisional Rules: Midget - Juniors

16. Additional Rules

16-1: Players wishing to play up or down one level outside their age group may request the same for consideration.

16-2: GRAPEFRUIT LEAGUE: It is the intention of the KTBA to have a “fair play” policy for House League and to strive to do the best we are able to do as an executive. The first two weeks of the season will be called the “Grapefruit League.” At this time all teams will play regular season games. At the end of the two weeks, KTBA will conduct a reassessment of all teams to determine if a reassignment of players is required to create better league balance.

16-3: Any player signing an OBA card as a “player” as defined by OBA shall not miss playing for the OBA Rep team.

16-4: Any player signing an OBA card as an affiliated player as defined by OBA shall not miss playing for his/her house league regular season games/playoffs without the permission of the House League coach and Division Convener. 17. Rule Changes 17-1: These rules, whether temporary or permanent, must be approved by the KTBA executive and all recommendations will be considered