

Rep Rules of Note

EOBA/AAA Interlock version & very abbreviated

Item	Rookie	Mosquito	Peewee	Bantam	Midget
EOBA Game Length	7 innings	7 innings	7 innings	9 innings DH 7 innings	9 innings DH 7 innings
AAA Game Length	7 innings	7 innings	7 innings	May 1 to June 15 7 innings June 16 to Aug 9 innings	May 1 to June 15 7 innings June 16 to Aug 9 innings
OBA Game Length	7 innings	7 innings	7 innings	7 innings	7 innings
EOBA Curfew aka No New Inning [NNI]	2:00 hours from scheduled start time	2:00 hours from scheduled start time	2:00 hours from scheduled start time	2:30 hours for 9 innings 2:00 hours for 7 innings from scheduled starting time	
EOBA Starting Time	"scheduled starting time" is the time published on EOBA website. EOBA Exception: Both Teams & Umpires agree at ground rules to revised starting time must be due to "unforeseen circumstances" Note: someone being late is not "unforeseen". No lights would be "unforeseen"				
AAA Curfew	1:45 hours from time of first pitch	2:00 hours from time of first pitch	2:00 hours from time of first pitch	2:30 hours from time of first pitch	2:30 hours from time of first pitch
	No Drop Dead Game (Coaches are to agree NNI with a 15 minute reduction of their posted NNI if there are restraints for the game/park). This is to be agreed to at ground rules.				
Exceptions	Tied game – keep playing until you have a winner Local Curfews i.e. Ajax lights out @ 11:00 pm Weather				
AAA Ties	Extra innings shall be played by International Tie-Breaker Rules: Player with last recorded out from previous inning will start at 2 nd base with one out recorded to start new inning. [Interlock rule 9 f]				
Always read in the ½ inning rule for home team for all rules					
EOBA Mercy	18 after 3 10 after 5	18 after 3 10 after 5	18 after 3 10 after 5	15 after 5 10 after 7 DH 10 after 5	15 after 5 10 after 7 DH 10 after 5
Reference	EOBA 4.2.3			EOBA 4.2.5	
OBA Mercy	18 after 3 10 after 5				
Reference	OBA Rule P 2.7 g				
AAA Mercy	18 after 3 15 after 4 10 after 5				
Reference	Interlock Rule 4				
Always read in the ½ inning rule for home team for all rules					
Complete Game after	Mercy or 4 innings			Mercy or 5 of 9 innings / 4 of 7 innings	
Complete Game AAA	Mercy or 4 innings or 75 minutes of actual game time			Mercy or 5 of 9 innings / 4 of 7 innings or 90 minutes of actual game time	
	The total game time is accumulated, meaning the game time does not have to be continuous but it does not include time lost while a game is suspended i.e. rain delay				
EOBA Priority rule to determine if a game is complete	1) Curfew if 10 run spread 2) Innings played	Innings played			

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Line-Up / Batters EOBA	All Present Late arrivals add to bottom	All Present Late arrivals add to bottom	9 or 10 (using EP)	9 or 10 (using EP)	9 or 10 (using either EP or DH but not both)
Reference	OBA Q2.3 a/b	OBA P2.8 b	OBA P2.8 d	OBA P2.8 d	OBA 2.8 e
Line-Up / Batters AAA	Full batting order	Full batting order	1) Full batting order or 2) EP	1) Full batting order or 2) EP or 3) 9	1) Full batting order or 2) 9 or 3) 9 + DH
Where a choice exists, coach must select one at ground rules & cannot change					
Reference	Interlock 6 a	Interlock 6 b	Interlock 6 c	Interlock 6 d	Interlock 6 e
EOBA Substitutions	Unlimited Defensive	Unlimited Defensive	1) Starters can be replaced & substituted back in one time only but must be back into same position in the batting order 2) Non-starters can be substituted in and once removed are done 3) if all players are used and a player is injured, the opposing coach selects any remaining player as a replacement [this does not apply to ejections]		
Reference	OBA Q2.3	OBA P2.9 a	OBA P2.9 b/c	OBA P2.9 b/c	OBA P2.9 b/c
AAA Substitutions	Unlimited Defensive	Unlimited Defensive	Same as batting line up	Same as batting line up	Same as batting line up
Each team has the option to substitute a designated runner for the catcher, who is on base with 2 out. This option must be determined at ground rules . If using this option, the designated runner must be the last recorded out. [Interlock rule 3]					
OBA # of players for Rookie	A team shall comprise of a minimum of 10 players and a maximum of 25 players. A team may play as long as it has 9 players at the game. If it drops to 8 or few players at a game, then the game is forfeited to the other team.				
AAA # of players	Teams may start a game with minimum of 8 players and the ninth spot in the batting order shall be an automatic out, until the player arrives or until the completion of the game. If at any time during this game, the team starting with 8 players is reduced to 7 players the game will immediately end and is recorded as a forfeit with a score of 7-0. NOTE: If a team starts a game with 9 or more players present and is reduced to 8 players (by ejection), the game will immediately end and is recorded as a forfeit with a score of 7-0.				
Pitcher is automatically pulled when:					
Item	Rookie	Mosquito	Peewee	Bantam	Midget
Pitches thrown	N/A	70	80	90	100
Trips to mound	N/A	N/A Umpire can limit trips if trip is to delay game	Third Trip in the same inning	Second Trip in the same inning	

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Exceptions	<p>1) Tied game – keep playing until a winner is determined all innings beyond the curfew [NNI time] are considered extra innings – keep playing until a “Hard” curfew time Sample hard curfew: 11:00 pm under lights in Ajax, or darkness if playing at an unlit diamond</p> <p>2) Local Curfews (i.e. Ajax lights out @ 11:00 pm) 11:00 pm is a hard curfew. Umpire in Chief/Umpire Scheduler/Rep Convenor may add a new hard curfew this year as several 9 inning games are scheduled back to back</p> <p>3) Weather Rain or lightning may push you into other games / teams permits If the next game is ASMBA game or practice, push it back. That is an unforeseen circumstance for the next game’s start time. If the next group is not an ASMBA permit, leave this for the Ajax coaches to reach out and get an approval from the other group. If they do not get this, call a hard curfew end to the game, it will be replayed or continued at a later time if needed.</p> <p>– Lightning When you see your first flash, call time, everyone to seek shelter Tell the coaches where you will be You can re-evaluate from under cover Use the 30 / 30 rule [30 seconds or less from flash to thunder sound means reset your 30 minute start play timer]</p> <p>– Rain [use your discretion, we want as many games as possible played but they need to be able to safely play] At Sportsplex & Miller it can pour rain for an hour or two & teams can play in an hour but it can get saturated after several days / hours of constant rain, then it is done. Cedar Park takes less rain to saturate.</p>
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