**House League Rules**

AJAX SPARTANS BASEBALL ASSOCIATION

**2019 House League Rules**

**Printable game scoresheets**

 **SECTION A. GENERAL RULES**

A.1. If a rule is not found in this handbook, the rule that applies is in [the Baseball Ontario rules page](https://www.baseballontario.com/to.aspx?url=/Admin/SideMenu/DispSideMenuTree.aspx?menuID=423&TopMenuID=10001&menuID=423).

A.2. A rule may not be changed or altered from the sources listed. There will be no exceptions to this. Umpires are required to base all decisions on the current, written and accepted rules for Ajax Spartans Baseball Association.

A.3. All rules [apply](http://www.ajaxbaseball.com/DisplayPage.aspx?ID=2412&TopID=351) to both regular season and tournament games unless otherwise noted.



|  |  |  |
| --- | --- | --- |
| **House League Division** | **No Inning After (in minutes)** | **Absolute Curfew (in minutes)** |
| Jr T-Ball/T-Ball | 60 min | 75 min |
| Jr, Rookie/Rookie | 60 min | 75 min |
| Mosquito | 75 min | 90 min |
| Peewee | 90 min | 105 min |
| Bantam/Midget | 90 min | 105 min |

Notes:

1. The umpire’s timepiece, or a watch designated by the umpire at the plate, will be considered the official time.

2. The Game will begin on time regardless of how many players a team has. If a team does not have 7 players by the end of the 1st inning the team will forfeit and the score will be 7 - 0.

3. At the ABSOLUTE CURFEW, if there is a count on the batter, the umpire will allow the batter to complete his or her turn at bat. If this batter is from the home team and he could change the outcome of the game (win it, tie it) the score will stand at that time, otherwise the score will revert back to the score in the last inning. The field is to be cleared after this time and the game is over. Exception: Tournament –see note 4.

4. (a) In early games, no new innings will start after NO NEW INNING time and the inning must be completed once started unless the home team is winning after the top of that inning or unless darkness falls and continued play is deemed unsafe by the umpire

    (b) In late games, no new innings will start after NO NEW INNING time and the inning must be completed once started unless the home team is winning after the top of that inning.

5. In tournament games, a winner must be declared and no game will revert back to last inning.

6. Lights are to be out at 11:00pm.

**SECTION B. GAME PRELIMINARIES**

B.1. One (1) umpire may umpire a game. In the event that less than the required umpires appear, the home team should notify the Convener as soon as possible. Upon late [arrival](http://www.ajaxbaseball.com/DisplayPage.aspx?ID=2412&TopID=351), the first umpire is to take his/her place at the plate immediately. The second late umpire will take their position in the field immediately.



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B.2. **For Tball games played at satellite, non Cedar Park diamonds,** the home team is responsible for diamond layout prior to a game. The diamond should be ready 15 minutes before the Start Time.

B.3. Both teams are responsible for game sheet including with Team Name, Team Numbers, Call-ups, and Umpires Numbers for verification by the umpires before the start of the game. Coaches from the [WINNING](http://www.ajaxbaseball.com/DisplayPage.aspx?ID=2412&TopID=351) team are responsible for e-mailing the results of the game, to the Convenor in Chief within 24 hours of the game ending.

B.4. Coaches and umpires shall meet at 5 minutes prior to game time to discuss rule interpretations and ground rules.

B.5. Verbal harassment of an umpire before, during or after a game will not be permitted or tolerated. Violation 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 House League Convenor in Chief & Discipline Committee could increase the length of suspensions.

B.6. Physical abuse will not be tolerated and is an automatic suspension until further notice. The league will co-operate with any police investigations.

**SECTION C. PLAYERS AND CALL-UPS**

C.1. All players attending the game will be listed in the batting order and will bat in turn, regardless of whether they are playing in the field or not. Players arriving after the start of the game are added to the bottom of the batting order.

C.2. Prior to the start of each game, coaches will exchange their line-ups that will include only those players in attendance at that time. Each team must bat through this line-up in subsequent innings.

C.3. Players who arrive after the start of the game may be entered as fielders immediately following a stoppage in play, if there are fewer than nine (9) players on the defensive team. If there are nine (9) players on the field the new arrival cannot enter the game until the team next takes the field.

C.4. A team that knows in advance they will be unable to field a roster of 10 players may call up sufficient players to a maximum roster of 10 players from the League DIRECTLY BELOW only. To arrange for a call up, coaches must contact the coach of the player from the division below to make the request for the player (Do not contact the player or his family directly). Requests for a call up are for one (1) game at a time. The call up player’s coach will make the arrangements with their player. Teams arriving at the field who determine they are unable to field a team of seven may use call over’s to a maximum of 10 players.

C.5. If you have called up a player(s) and you have a roster of 10 players, the excess call-up(s) beyond the roster of 10 will be allowed to play. Call over’s will be allowed to play.

C.6. Failure to follow proper call up procedures will be considered a serious offense by the League.

Penalty: Failure to comply will result in a two (2) game suspension of the head coach.

If you knowingly can field 9 players from your team do not call-up any players.

C.7. A called-up/over player will NOT be allowed to pitch and must be placed at the bottom of the batting order. Called-up/over players must wear his / her own team uniform.

C.8. Coaches will notify eligible players to be called-up.

C.9. All players (including call-ups) must play at least half of each game and no player shall sit out twice before all other players have sat out at least once. If a violation to this rule is discovered, the umpires should be notified immediately so the situation can be rectified.

Penalty: A warning will be given to the offending coach. A 2nd offense in the same game by the same team will result in ejection of the head coach.

C.10. Coaches must rotate their players through all positions equally.

**Exceptions:**

(a) A player who is injured.

(b) A player who is being sat out for disciplinary reasons. Be prepared to justify this action to the House League Convener or Chief Convener.

(c) A player who requests it.

In any of the above cases you must notify the umpire and the opposing coach before the substitutions are effected.

**SECTION D. UNIFORMS AND EQUIPMENT**

D.1. All persons warming up a pitcher either on or off the playing field must wear a catcher’s mask.

**D.2. All players are required to wear an athletic support and cup for all games and practices. If they do not, they will not be allowed to play until such time as they are wearing one.**

**D.3. Batters and base runners must wear a batting helmet with the chinstrap fastened at all times unless.  Chin straps are optional for Bantam & Midget players.**

Penalty: If the batter hits a ball foul, he/she will be declared out. If the ball is hit fair, the batter will be declared out and the ball will be considered a legally hit ball and all runs, outs, etc will stand. A base runner that intentionally removes a helmet or unfastens a chinstrap while the ball is in play will be called out and the ball is dead. Should a helmet come off or a chinstrap become unfastened during or because of a play, the umpire will allow the play to continue to its completion and call time. In this case, the player is not out.

D.4. The full uniform, supplied by the A.S.M.B.A. must be worn at all times by all players and coaches while participating in a game. Baseball and long athletic pants are permitted. Jeans, shorts, yoga pants and Capri’s are not permitted on the field. If they are being worn, the player will NOT be allowed to play. There are NO exceptions. Coaches must wear league supplied shirt and hat to take the field and are discouraged from wearing shorts as a good example to their players. Exception Jr T-Ball and T-Ball where more coaches might be needed on the field.

D.5. Any change to League supplied uniform must be approved by the BASEBALL BOARD.

Penalty: removal of any unauthorized changes to the uniform at the offenders cost and / or the suspension of the head coach for 2 games.

D.6. No metal cleats are permitted. Shoes with molded rubber cleats may be used. 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 for the first infraction. The plate umpire is to report the player’s name, number and team to their Convenor. If the same player is found to be in contravention of this ruling a second time, an automatic two (2) game suspension shall apply.

**D.7. No softball bats are permitted in any division. If a player is found using an illegal bat, the player will be called out and the bat will be removed from the game. Bantam/Midget division players only are permitted to use wooden baseball bats.**

**The minus 3 bat restriction applies for the Midget division and minus 5 bat restriction applies for the Bantam division.**

**SECTION E. ABUSE OF EQUIPMENT, SMOKING, ALCOHOL, & EJECTIONS**

E.1. Any batter whose thrown bat becomes involved in a play could be subject to the interference rule. Willful abuse of equipment – the umpire will issue a warning and or ejection from the game at their discretion (i.e. throwing helmets, bats, etc.).   
  
It is the responsibility of the coach to remove said player and to ensure that all players respect the equipment provided.

E.2. There will be no smoking on the playing field or in the dugouts before, during or after the game. The umpire will issue one warning and, if it occurs again, the offending player or coach will be ejected from the game.

E.3. No umpire, coach, assistant coach, player, or persons helping directly with the team shall consume alcoholic beverages on or in the vicinity of the playing field while such person is involved with a team that is in the act of playing a game. If this occurs, the offending person(s) will be immediately ejected from the game and will remain suspended until reinstated by the V.P. of House League.

E.4. A parent or non-team member, if circumstances warrant, may cause their team to default the game. If the offending person(s) can be identified as being associated with a specific team, the umpire will tell their coach that the person is causing the game to be disrupted and will give the coach five (5) minutes to effect control of said person(s) before defaulting the game.

E.5. Any player or team management member ejected from a game is automatically suspended from the next League or tournament game. A second offense will result in a minimum three (3) game suspension.

**SECTION F. CUT RULE, RULE INTERPRETATIONS**

F.1. Any person on the field, who is cut during the game, or who arrives at the game with blood on their skin or clothes, will not be allowed in the dugouts, or on the field, until such time as proper first aid is provided and the wound is covered or the blood or clothing is removed.

F.2. When an interpretation of a rule is warranted, and the umpire agrees, a coach may discuss a rule with an umpire. The umpire’s interpretation of a rule is final. A coach may not bring a rulebook on the field to discuss a judgment call. Questioning a judgment call is grounds for ejection.

**F.3. Contact Rule:**

**F.3.1*.*Runners must slide, or attempt to slide to avoid making contact with a fielder, at any base, when necessary to avoid injury. (interference)  A warning may be assessed to the player and team.  Next occurrence will result in an ejection.**

F.3.2*.*Fielders must clear the base path when not fielding the ball. (obstruction)

F.3.3*.*The umpire shall determine whether any contact, by a runner or a fielder, was avoidable and whether contact was excessive, purposeful and/or with an intent to injure.

F.3.4*.*Malicious contact is to be penalized whether committed by an offensive or defensive player. Contact shall be considered malicious if:

i. the contact is the result of intentional excessive force, and/or

ii. there is intent to injure.

**Penalties for runners and/or fielders**

F.3.5*.*A runner is out for interference, the ball is dead and all other runners return. If a runner has scored prior to the infraction that run shall count.

**F.3.6.A fielder is called for obstruction. The runner is safe and a delayed dead ball is declared at the end of the play.  If base runner attempts to obtain an additional base it is at his/hers own risk.**

F.3.7*.*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).

**SECTION G. PLAYING THE GAME**

G.1. On a pitcher’s first appearance in a game, he/she is to be allowed no more than six (6) warm up pitches with the exception that, in cold weather, the number of pitches is at the discretion of the umpire. On subsequent appearances as pitcher, the player will be allowed three (3) warm up pitches.

**G.2. If the catcher is on base with two outs, the catcher must be replaced by a pinch runner using the 2nd out of the inning.**

**SECTION H. ENDING THE GAME, TIES, AND RESCHEDULING GAMES**

H.1. Tournament games are played until the full number of scheduled innings is played and a winner is declared.

H.2. A complete, regular season game is as follows:

H.2.1. A tie score at the end of a legally completed game will stand, except in the tournament.

H.2.2. Any game can be ended during any inning at the umpire’s discretion (i.e. lightning, etc.). If lightning is seen, the umpire will call time to determine lightning distance by following the umpire manual guidelines 30 – 30 rule. We will seek shelter immediately. After the last lightning strike we will wait 30 minutes before the game will continue. If the lightning continues or if the field is not in playable condition, the game is either called or suspended/cancelled depending on the number of innings completed.

**SECTION I. SPECIFIC RULES (Rules that apply to the division listed only)**

Note: *Any team, which plays in a different division at any time during the season, plays by the rules of the division they are playing in*.

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
|  | **T-Ball** | **Rookie Junior** | **Rookie** | **Mosquito** | **Pee-Wee** | **Bantam / Midget** |
| **Pitching Mound distance** |  | 44ft. | 44ft. | 44ft. | 50ft. | 60ft 6” |
| **Base distance** |  | 55ft. | 55ft. | 65ft. | 75ft. | 90ft. |
| **Inning allowed for a pitcher1** | N/A | N/A | N/A | 2/game consecutive | 2/game consecutive | 3/game consecutive |
| **Visits to mound per pitcher4** | N/A | N/A | N/A | 3/inning | 2/inning | 1/inning |
| **Balks3** | N/A | N/A | N/A | N/A | Note 3 | All |
| **Mercy2** | N/A | **5** | **5** | **5** | **5** | **5** |
| **Dropped ball on last strike** | N/A | No | No | No | Yes | Yes |
| **Infield Fly rule** | N/A | No | No | Yes | Yes | Yes |
| **Defensive players on field** | N/A | 12 | 12 | 10 | 10 | 9 |
| **# of completed innings to constitute game if rained out** | N/A | 2.5/3 | 2.5/3 | 2.5/3 | 3.5/4 | 3.5/4 |

***Notes:***

1. A pitch thrown in an inning, or an attempt to throw to any base, is considered an inning pitched. The example of 2/game indicates that a pitcher can only pitch a maximum of 2 consecutive innings in 1 game per calendar day. This maybe altered for tournament play.

**2. All innings will be limited to a maximum of five (5) runs. Excluding tournament play.**

3. For Pee-Wee only, balks as listed in Baseball Canada, Section 8.05 (a) (b) and (c) only, warning is to be given.

4. Pitchers must be pulled from the mound on the 4th visit in Mosquito, on the 3rd visit in Peewee, and on the 2ndvisit in Bantam/Midget.

**SECTION J. ADDITIONAL RULES FOR JR T-Ball / T-Ball**

J.1. Each team will field ALL players as follows: 1st baseman, 2nd baseman, 3rd baseman, TWO SHORTSTOPS one between 1st and 2nd, catcher, pitcher, and the rest spread in the outfield on the grass. The minimum number of players required for a legal game will be 7. In the event that neither team can field 7 players both teams will be assessed a loss. Any player arriving late shall be placed at the bottom of the batting order. The player will be allowed to play in the game no matter what inning it is.

J.2. There are no strike outs in T-Ball. Each team will bat 6 players or half of their team per inning. Excluding tournament play.

J.3. Coaches will be allowed on the field area during all regular season games. Coaches must not interfere with play or delay the play.

J.4. Umpires will start the game by placing the ball on the batting tee and calling “play”once the defensive team has taken their positions.

J.5. The batter becomes a base runner when he or she hits the ball hard enough to cross the imaginary playing line (line between first and third base). The umpire, at his/her discretion will call “dead ball” if he or she feels the batted ball wasn’t hard enough to cross the playing line. If the umpire deems the player not strong enough to hit the ball over the line, he/she may allow the hit.

J.6. The umpire must be informed by the coach when the last batter comes to bat. He/she will then loudly and clearly announce “last batter” to the defensive team. Failure of the coach to do so will result in a replay. All players with last batter status, including runners on base when the last batter is up, are forced out at home plate. No play may be made on the base paths of the bases.

J.7. Only ASMBA supplied batting tees can be used in games. The pitcher must wear a helmet or a combination helmet/facemask approved by the Convenor or designate prior to the game in which it is used.

**SECTION K. ADDITIONAL RULES FOR ROOKIE**

Note: The League has provided a pitching machine (PM) for Rookie ball and it must be used. If, during a game, the pitching machine breaks down, it is permissible to use a team’s own coach to pitch. For safety reasons, the power cord must be buried on the third base side up to the fence before beginning the game.

K.1. The Pitching Machine, hereinafter referred to as the PM, will be positioned 44 feet from home plate, however, the PM may be positioned any reasonable distance in front of the plate, such that the PM is pitching in the strike zone. Once positioned, a 10 foot diameter circle will be chalked with the PM centred and 2 foot hash marks drawn on the first and third base sides of the circle. Speed of the PM will be set between 30-35 MPH.

K.2. If a batted ball hits the PM, the ball is dead and no runners may advance unless forced. The batter takes first base without liability of being put out. This is a safety issue.

K.3. If the PM should break down, pitches should be thrown, by the team’s own coach, and with enough force that they are not lob balls, however, if a coach cannot put the ball in the strike zone, he/she may pitch in such a manner as to do so.

K.4. On initial set-up the coaches should attempt to put the ball in the area between the top of the shoulders and the bottom of the knees, and within 6 inches of either side of the plate.

K.5. The PM’s speed must not be altered except at the end of an inning. If the PM malfunctions, it may be adjusted at the discretion of the umpire.

K.6. Coaches may make reasonable adjustments to the PM height at any time.

K.7. A maximum of 12 players may play in the field. The line up should consist of a catcher, 1st baseman, 2nd baseman, 3rdbaseman, shortstop, left fielder, right fielder, three center fielders, and two pitchers.

K.8. Coaches must rotate their players through all positions equally. Coaches must be prepared to justify their decisions to the convener and the Convenor in Chief upon request. The coach may be subject to a maximum of 1 game suspension, per infraction.

K.9. The pitchers will be placed on the hash marks on the 1st and 3rdbase side of the PM, in a safe position. He/she must wear a League supplied helmet with a fastened chinstrap. Only the pitchers may return a live ball to the coach, at the PM, with runners on base. The pitchers must remain a minimum of 40 feet from home plate until the ball is thrown by the PM or the coach.

K.10. It is the responsibility of the PM operator to get out of the way of a hit ball. However, if he/she cannot and is hit by the ball, the ball will remain in play. If he/she, in the umpire’s judgment, does not make an effort to get out of the way of a hit ball, the umpire can charge him/her with interference. The batter will be declared out and runners remain at their last legally occupied base.

K.11. Each batter shall receive five (5) pitches. If the batter does not hit a fair ball within five pitches, he/she strikes out. If a ball crosses over the batter’s head or bounces into the dirt, the umpire will not count it as a pitch unless the batter swings at the pitch. (No pitch)

K.12. As this is a learning level, coaches, within reason, may give batting instruction while the batter is at the plate. Exception: the tournament.

K.13. Batters cannot walk or bunt.

K.14. On a hit ball and where a play is made to 1st and after the play is made to 1st, the ball is dead and base runners may advance only one (1) base from the time of the pitch.

K.15. Catchers must be instructed to be in the proper position.

K.16. If the catcher/fielder throws a ball directly back to the pitcher at the PM after a pitch, or a hit, the ball is dead whether or not the ball is caught and no runners may advance unless the runner was already going to the next base with no other intent. In this case, the umpire will award the runner the base (this is a judgment call by the umpire). If the runner stops, significantly slows his advance, or turns back towards the base they left, he/she will return to that base.

K.17. Base runners may only advance on a hit ball. No base stealing, no leadoffs. Runners may not advance if a ball is thrown to first or third on an attempt to put out a player (at 1stor 3rd). The intent is to encourage attempts to throw out runners at first and third.

K.18. The outfielders must have a start position on the outfield grass.

K.19. An offensive team’s inning is over when 3 outs are recorded.

**SECTION L.** **ADDITIONAL RULES FOR MOSQUITO**

L.1. A pitcher may only pitch 2 consecutive innings on any calendar day, this rule applies also to the catcher.

L.2 All teams must use a Minor Mosquito Player(s) to Pitch at least one complete inning (3 outs) per scheduled game (one of the first three innings).

L.3. Base runners can not leave their base until the ball leaves the pitchers hand (no leadoffs).Only 2ndbase may be stolen.

Penalty: The ball is considered dead and runner may not advance. One (1) warning will be issued and for any further infractions thereafter, the runner will be called out. (Each team to receive 1 warning).

L.4. Base runners on third cannot advance to home unless hit home. On a hit ball and where a play is made to 1stand after the play is made to 1st, the ball is dead and base runners may advance only one base from the time of the pitch.

L.5. Bunts are not allowed and will be counted as a strike unless it is the 3rd strike which will be counted as an out.

L.6. If the ball is hit to an infielder, runners will advance only one (1) base. If the ball is hit to an outfielder, runners may advance until the ball is returned to an infielder. The infielder may then make a play on a runner or at a base, or return the ball to a pitcher where the umpire will call “Time”. Any runner not more than half way to the next base in the umpire’s judgment when “Time” is called will be sent back to the last base he/she touched safely. If the runner is past the half way point, he/she will be awarded the base they were going to when “Time” was called.

L.7. Outfielders must play on the grass behind the baseline.

L.8. Each batter will start with a 1 Ball 1 Strike count.  This maybe altered for tournament play.  
  
L.9 Infield fly rule is in effect.

L.10 Aplayer may not be a pitcher and a catcher in the same game.

**SECTION M. ADDITIONAL RULES FOR PEEWEE**

M.1. A pitcher may only pitch 2 consecutive innings on any calendar day, this rule applies also to the catcher.

**M.2  A player may not be a pitcher and a catcher in the same game.**

M.3 All teams must use a Minor Peewee Player(s) to Pitch at least one complete inning (3 outs) per scheduled game (one of the first three innings).

M.4 Base runners can not leave their base until the ball leaves the pitchers hand (no leadoffs).

Penalty: The ball is considered dead and runner may not advance. 1 warning will be issued and for any further infractions thereafter, the runner will be called out. (Each team to receive 1 warning).

**SECTION N. PROTESTS**

N.1. Protests based upon The Official Rules of Baseball and/or ASMBA House League Rules will be accepted, however, no protest will be accepted on the basis of an umpire’s call. The Convenor in Chief will review acceptable protests.

N.2. The head coach or acting head coach only may lodge a protest.

N.3. All protests shall be clearly written and signed by the team manager or person in charge. Protests must be in the hands of the House League Convenor in Chief within 24 hours of the game. If not, they will not be accepted.

N.4. The decision of the House League Convenor in Chief and or fair play Committee is final.

**SECTION O. TOURNAMENT RULES**

O.1. Normal ASMBA house league rules apply.

O.2 Tie*Breaker Formula* for seeding in tournament play or during tournament play is:

1. Most points

2. Most wins

3. Record against each other

4. Run differential in games against each other

5. Run differential in all League games

6. Least amount of runs allowed in all League games

7. Coin toss

O.3 Home team in tournament play will be determined by coin toss prior to the game. Team finishing with the higher standing in regular season play will make the call while the coin is in the air.

**SECTION P. GAME EJECTIONS & SUSPENSIONS**

P.1 Any player, coach or manager ejected by an umpire from a game will be suspended for 1 game, and this to be the next scheduled game. The player, coach or manager may be subject to further suspension depending on the severity of the circumstances leading to the ejection at the discretion of the Incident Committee, Supervisor of Umpires and Convenor in Chief. 

**Bantam and Midget**

**(Amendments to these rules may be introduced for the Play-offs)**

**GENERAL RULES**

 Notes:

1. The umpire’s timepiece, or a watch designated by the umpire at the plate, will be considered the official time.
2. A minimum of seven (7) players is required for a team to start a valid game. A 10 minute grace period will be allotted to any team not having the minimum number of players at game time. An exhibition game shall take place if the game is forfeited.
3. (a) In early games, no new innings will start after 8:10pm and the inning must be completed once started unless the home team is winning after the top of that inning or unless darkness falls and continued play is deemed unsafe by the umpire.

        (b) In late games, no new innings will start after 10:25pm and the inning must be completed once started unless the home team is winning          after the top of that inning.

**GAME PRELIMINARIES**

1. Each Association is responsible for their own local diamond layout prior to a game regardless of being Home or Away (Ajax teams set up Ajax fields, Pickering teams set up Pickering fields). The diamond should be ready 15 minutes before the Start Time.
2. Each Association is responsible for ensuring that all equipment is cleared from the field following a game, put away properly and the bunkers locked regardless of being Home or Away (Ajax teams clears Ajax fields, Pickering teams clears Pickering fields).
3. Chin Straps are not required.
4. No Softball bats are permitted.
5. Bats for Bantam are limited to -5 and Midget -3
6. Balks receive one warning per pitcher thereafter runners advance

Note: Batters who use illegal bats will be called out no warnings

**PLAYERS AND CALL-UPS**

1. A team that knows in advance they will be unable to field a roster of 9 players may ***call up*** sufficient players from the League DIRECTLY BELOW OR ***call over*** from the SAME DIVISION, to a maximum of 10 players providing it does not interfere with the call-over’s scheduled game. All requests are to be made through the Division Convenors.
2. Teams arriving at the field who determine they are unable to field a team of seven (7) may use call-overs (from the same Division) to a maximum of 10 players.
3. A called-up/over player will NOT be allowed to pitch and must be placed at the bottom of the batting order. Called-up/over players must wear his / her own team uniform.
4. A called-up player will NOT be allowed to catch. (A call-over can catch).
5. Every player must play a minimum of two innings at a fielding position (1 infield and 1 outfield) within the first 4 innings and must not sit two consecutive innings. Coaches must ensure that all players receive equal playing time (in both infield and outfield) during each game.

**PITCHING / CATCHING**

 BANTAM / MIDGET:

1. A player may pitch a maximum of THREE (3) innings per game during the regular season.
2. A Player may catch a maximum of FOUR (4) innings per game.

 Note: For both Divisions, a pitch thrown in an inning, or an attempt to throw to any base, is considered an inning pitched.

**MERCY RULE**

1. A maximum of Five (5) runs per inning will be counted per team. There is NO open inning. All innings will adhere to the Mercy Rule.

**FAIR PLAY**

1. Every player must play a minimum of two innings at a fielding position (1 infield and 1 outfield) within the first 4 innings and must not sit two consecutive innings. Coaches must ensure that all players receive equal playing time (in both infield and outfield) during each game.

It is each coaches responsibility to read and understand all of the rules. If there are any confusing areas, or anything a Coach is not perfectly clear on, they should ask for clarification from their local convenor or Umpire-In-Chief before the game starts. If something comes up during a game, they should ask for clarification from the umpire, or their local convenor or Umpire-In-Chief afterwards.