



Handbook

2025

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INTRODUCTION

The Kitchener-Waterloo House League (KWHLB) program is a partnership between the Kitchener Minor Baseball Association (KMBA) and the Waterloo Minor Baseball Association (WMBA).

This handbook serves as a resource to coaches, parents/guardians, umpires, players and other volunteers affiliated with the house league program. The handbook outlines expectations, rules and codes of conduct for the league.

The following websites can also serve as resources to coaches, parents/guardians, umpires, players and other volunteers.

[Baseball Ontario Rules \(baseballontario.com\)](http://baseballontario.com)

[Inter County Baseball Association \(ICBA\) Rules \(leaguelienup.com\)](http://leaguelienup.com)

If you require additional information, please feel free to contact a representative within KWHLB. Contact info@kwhlb.ca.

CODES OF CONDUCT AND CITY POLICIES

The KWHLB committee has assured players, coaches and umpires that it will provide them with an environment at the ballpark that is safe and secure so that they can carry out their duties and responsibilities. The following outlines the codes of conduct outlined by the City of Waterloo, City of Kitchener and the KWHLB for all coaches, players, umpires, spectators and other volunteers. Coaches and parents agree to these codes of conduct during coach and player registration and are asked to report infractions to these codes of conduct to the league.

KWHLB Codes of Conduct

It is the goal of the KWHLB to provide a fair, safe, secure and enjoyable environment for our players, parents, umpires and coaches. The league will be free of any illegal, offensive, demeaning or abusive behaviour, verbal or otherwise. All families agree to the league's Code of Conduct during registration. A summary of inappropriate behaviours and the consequences associated with that behaviour is outlined in Table 1.

Inappropriate behaviour ruins the game for everyone. As adults, we have a responsibility to protect our young people from any abusive, damaging behaviour and provide them with a safe environment in which to develop their skills and build their self-confidence. Please set a good example. Encourage the fans of your team to be supportive and positive. Help us to protect our young people from any abusive behaviour. Have realistic expectations for players, umpires and coaches. Commitment, teamwork, making friends, and gaining self-confidence are the important skills we are trying to teach. In the event that any unfortunate incidents should arise please call or send an email to your convenor.

Table 1: Summary of the KWHLB Code of Conduct and Enforcement

Inappropriate Behaviours
<ul style="list-style-type: none">• Shouting any demeaning, rude or abusive comments at a player, coach or umpire.• Intimidating or threatening a player, coach or umpire.• Directing sarcastic remarks towards a player, coach or umpire.• Harassing an umpire over their calls behind the plate or on the bases.• Using foul language that disrupts the environment of the game for participants and fans.• Making loud comments or reacting in a manner that undermines the decisions and authority of a coach or umpire.• Gathering in cliques to criticize a coach or umpire in order to undermine their authority.• Engaging in verbal or physical conflicts with others.
Smoking, Vaping and Cannabis Use
Smoking, vaping (e-cigarette use) and cannabis use are prohibited on or near all playing fields. More information on Smoking Enforcement can be found at the Region of Waterloo webpage.
Alcohol Products
No alcohol products are to be consumed immediately before any game. No alcohol products are permitted at or near the park at any time. Violations will mean immediate ejection from the game and the park as well as further discipline by Minor Baseball.
Enforcement Steps
<p>The coach(es) on each team should advise the spectators associated with their team when their behaviour is unacceptable and request that they regain their composure.</p> <p>The offending party will be told by a KWHLB executive member, a convenor or a coach of the team(s) involved that their behaviour is not acceptable and they will be asked to stop the behaviour. If the party does not stop the behaviour they will be asked to leave the facility. If the party refuses to leave the Official will call the police.</p>
Consequences
<p>Any player or coach ejected (asked to leave the facility) by an umpire during a regular season, tournament or playoff game is automatically suspended for one additional game. This is to be the very next game played by the team (regular season, tournament or playoff game).</p> <p>In accordance with the Behaviour Management Policy for the City of Waterloo and the City of Kitchener under Article III, Sections ii, iii, iv, v and vi, anyone who commits inappropriate and prohibited behaviour or activity “may be ejected from the facility immediately and prohibited from returning to a program or event for a period of time.”</p>

Bullying and Harassment

Bullying is a form of abuse at the hands of peers that can come in different forms at different ages. Bullying is defined as repeated aggression in which there is an imbalance of power between the person who bullies and the person who is being victimized and is understood as a disrespectful relationship problem.

Bullying is offensive, cruel, intimidating, insulting and humiliating behaviour. Combined with the misuse of power it can be physical or verbal, direct or indirect. Children or youth who bully are typically cruel, demeaning and hostile towards the target of their bullying. The issue of bullying between youth under the age of 12 years old is not addressed by law. However, bullying behaviour is similar to harassment in that it is defined as the hurtful interpersonal mistreatment of another person.

Harassment is defined as conduct, gestures or comments which are insulting, intimidating, humiliating, hurtful, degrading or otherwise offensive to an individual or group of individuals. This creates a hostile or intimidating environment for sports activities and negatively affects performance in those sports

activities. Any of the different forms of harassment must be based upon prohibited disciplinary Human Rights legislation. Some types of harassment include, but are not limited to racism, disability harassment, sexual harassment and criminal harassment.

Bullying behaviour is not permitted within KWHLB. Any concerns should be reported to the coach or the division convenor.

Fair Play Codes of Conduct

The following outlines expected codes of conduct for players, coaches, umpires, parents and spectators. Any concerns should be reported to your child's coach or the division convenor.

PLAYERS:

- I will play baseball because I want to and not because others or coaches want me to.
- I will play by the rules of baseball and in the spirit of the game.
- I will control my temper, not fight, use abusive language or behave in a disrespectful way that will spoil the activity for everyone.
- I will respect my opponents.
- I will do my best to be a true team player.
- I will remember that winning isn't everything, that having fun, improving skills, making friends and doing my best are the most important things.
- I will acknowledge all the good plays and performances of my team and my opponents.
- I will respect that coaches and officials are there to help me.
- I will accept the decisions of coaches and umpires and show them respect.

COACHES:

- I will teach my players to play fairly and respect the rules, officials and opponents.
- I will ensure that all players get equal instruction, support and playing time.
- I will not ridicule or yell at players or umpires for making mistakes or not performing to my expectations.
- I will remember that players play to have fun and must be encouraged to have confidence in themselves.
- I will make sure that the equipment and facilities are safe for players.
- I will remember that participants need a good role model and a coach that they can respect.
- I will be generous with praise and set a good example.
- I will work in cooperation with officials for the benefit of the game
- I will remember that winning isn't everything.
- I will remember that having fun, player development, fostering friendships and team spirit, and passing on the enjoyment and respect for the game are most important.

UMPIRES:

As an umpire I agree to abide by the following code of conduct:

- I will fairly officiate the game based on my best judgment of the rules as established by the league.
- I will communicate the rules of the game effectively to the managers, coaches and players.
- I will respond professionally when asked for clarification of rules and judgment calls.
- I will treat both teams and all players equally and fairly and ensure the rights of players.
- I will treat managers, coaches, other volunteers, players and parents with dignity. Attempt to pursue positive approaches to dealing with all parties.

- I will show good sportsmanship, a positive attitude and remember the real reason for the game: To have fun!
- I will report to the KWHLB Board any issues or problems beyond my authority or that I am unable to resolve.

PARENT/GUARDIANS:

- I will remember that my child plays baseball for their enjoyment, not mine.
- I will encourage my child to play by the rules and to resolve conflicts without resorting to hostility or violence.
- I will teach my child that doing one's best is as important as winning so that my child will never feel defeated by the outcome of the game.
- I will make my child feel and others on my child's team feel like a winner every time by offering praise for competing fairly and trying hard.
- I will never ridicule or yell at my child or other players for making mistakes or losing the game.
- I will remember that children learn best by example.
- I will applaud good performances by both my child's team and the opponents team.
- I will never disrespectfully or aggressively question the official's judgement
- I will privately and respectfully express my question or concerns to the coach(es).
- I will support all efforts to remove all forms of verbal and physical abuse from baseball games.
- I will respect and show appreciation for the volunteer coaches, convenors, umpires and the KW House League Committee members who dedicate their time to allow my child to play organized ball.

SPECTATORS:

- I will have realistic expectations for both our players, coaches and umpires. Commitment, teamwork, making friends, and gaining self-confidence are the most important skills in the game.
- I will not shout any demeaning, rude or abusive comments at a player, coach or umpire.
- I will not Intimidate or threaten a player, coach or umpire.
- I will not direct sarcastic remarks towards a player, coach or umpire.
- I will not harass an umpire over their calls.
- I will not use foul language that disrupts the environment of the game for participants and fans.
- I will not make loud comments or react in a manner that undermines the decisions and authority of a coach or umpire.
- I will not use social media to abuse or slander.
- I will not engage in verbal or physical conflicts with other parents or fans.
- I will not use alcohol, drugs or tobacco (including e-cigarettes) on or near the playing field.

Disciplinary Action

Failure to abide by the aforementioned rules and guidelines, may result in disciplinary action levied by the Board of Directors or Code of Conduct Committee that could include but is not limited to the following:

- Verbal warning
- Written warning
- Request to not attend for a number of games
- Request to not attend for remainder season including postseason
- Associated player suspension from games
- Associated player suspension for remainder season including postseason
- Associated player expulsion from the league

- Involvement of police or other officials as required

City Behaviour Management Policy

The cities of Kitchener and Waterloo have a [Behaviour Management Policy](#) to encourage appropriate behaviour and activities in all parks and recreation facilities. We encourage all parents/guardians and coaches to review the policy.

Behaviour and activities that obstruct or hinder the rights of others to use and enjoy Recreation & Leisure Services (Waterloo)/Community Services (Kitchener) facilities is unacceptable and prohibited.

CARE OF THE PLAYER

KWHLB is committed to providing a safe and enjoyable environment for all participants and volunteers to experience the game of baseball.

To further aid all of the volunteers who have already made a large contribution to KWHLB and to help ensure a safe and successful season, we request the following practices to be followed to ensure each player is provided with individualized support and attention, when needed.

Medical Concerns

Parents/Guardians are responsible for informing the league or making the coaches aware of any and all player medical concerns (i.e. allergies, asthma, etc.) or other personal issues, and provide them with any necessary information or instructions to ensure their child's safety. Players who have any serious medical concerns are strongly encouraged to have a parent/guardian present at all games, practices and KWHLB functions should any serious/life threatening issues arise.

Custody Matters

If there are any Court Orders affecting the custody of, or access to a child registered with KWHLB, including civil or criminal Restraining Orders, the authorized guardian registering that child MUST make KWHLB aware of said documents and provide a copy of the documents upon request as soon as they become available.

If an individual appears at a KWHLB event in violation of such an Order, it will be the authorized parent and or guardian's responsibility to inform authorities of such a violation and act accordingly. KWHLB will not be held responsible for violations of Court Orders or custody/access agreements.

Parent/Guardian Supervision and Volunteering

Parents/Guardians are to be responsible for the care of their children, before, during and after any and all games and/or practices. Under NO circumstances should your child be left unsupervised and in the sole care of their coach/coaches. In the event that the absence of a parent/guardian becomes necessary, you will be required to inform the coach/coaches of your absence and you must, WITHOUT EXCEPTION, arrange for alternate care and transportation for all of the children in your care.

DO NOT ask the coach to drive your child to a game or practice. The insurance policy for KWHLB does not cover coaches under these circumstances. Please arrange car-pooling with the other parents on the team.

Reporting Injuries

Coaches are required to report all injuries that occur as a result of the game, including injuries to players, coaches, parents, volunteers or community members. If an injury occurs during a game or practice, coaches are required to complete an incident report and submit to their division convenor within 48 hours of the incident. Timely completion of the incident report is required for insurance purposes. Copies of the insurance forms can be found online and can be provided to you by KWHLB.

[Reporting injury form can be accessed here.](#)

Trainers

Coaches may choose to identify a parent who has been trained as a trainer for other sports (i.e., hockey) or has other medical training to serve as a trainer for the team. The trainer could support the coaching team in tending to injuries (including coming onto the field) and support the completion of incident reports.

Role of Coaches and Parents in Reporting Concussions (Baseball Ontario)

Coaches and parents play a key role in concussion safety and management. It is critical for all coaches and parents to be aware of concussion signs and symptoms, and what should know what to do if a concussion occurs.

The most important decision is whether to remove the player from the play until further evaluation is completed by a medical practitioner. The saying “**If in doubt, sit them out**” is the safest approach for coaches to take if they suspect that a player has suffered a concussion.

If a coach even suspects a player has sustained a concussion or is exhibiting any signs or symptoms of a concussion, they are not expected to diagnose the player, but the following steps need to be taken:

1. Remove the player from the game
2. Inform the parents that the player may have sustained a concussion
3. Request that the parents ensure the player receives proper medical attention from a trained health care professional and undergoes a concussion evaluation.
4. Complete an incident report.
5. Obtain medical clearance before the player is allowed to return to play.

For parents: If your child has sustained a possible concussion, stop them from playing right away. Do not leave them alone and get them proper medical assessment and treatment immediately.

The most up to date information on concussion management can be found under Risk Management (within About Us) on the [Baseball Ontario website](#) (baseballontario.com). You can also find information on the [KW House League Baseball website](#).

How Parents Can Support the Volunteer Coaches, Umpires and Players

Coaches are volunteers who commit a lot of time and effort to ensuring players have a successful experience in baseball. The following suggestions are provided to parents on ways they can support the volunteer coaches, and in turn their child, to ensure a successful season.

- Stay to watch the game! It means everything to your child.
- Offer to help the coaches; e.g. keep score during the game, provide refreshments for the end of the game, assist at practices, etc.
- Let your child know what you enjoyed about the game. Don't dwell on the mistakes or the score.
- Be a "supportive spectator" and only make comments that support and encourage the players. Never ridicule players who make mistakes!
- If you have any concerns, talk to your coaches after a practice or after a game. Do not complain to other parents about coaches. Deal with the issues directly.
- Insist that your child stay on the bench during the game. Do not encourage them to visit you in the spectator area or offer them treats during the game. This is distracting to the whole team.
- Take the opportunity to thank the coaching staff of the team. They put in a lot of volunteer hours, coaching their team, running practices, completing the game line-ups and worrying about the team!
- Take some time to play baseball with your child. The members of KWHLB do our best, but the more they practice the more they will improve and it will help them to know that you support them in their activity

Securing Police Clearances

The KWHLB requests that volunteer coaches secure a [Vulnerable Sector Check](#) with the Waterloo Regional Police. The application process can be completed online and should take no longer than 5-minutes to complete and you can request clearance for up to 5 organizations. WRPS will email a copy of your report typically within a few days. If fingerprints are needed, you will be asked to make an appointment and attend in person. (fingerprinting is needed when a coach shares a birthdate with a convicted criminal) The league will honour clearances for 3 years from date of issue.

Once you have obtained your clearance, please send a photo of the clearance to info@kwhlb.ca. We ask that you retain the original copy of your clearance.

DIAMONDS, UNIFORMS AND EQUIPMENT

Baseball Diamonds and Parks

Address and parking information for all diamonds can be found in TeamSnap or on the website. Please ensure to clean up any garbage when you leave the diamonds. At school baseball diamonds, please ensure you park in the school parking lot. The city will ticket drivers who park on school grass or on the street.

Uniform

All players and coaches are provided with uniforms that must be worn at all games. These uniforms are to be kept by all coaches and players at the end of the season. If there are any problems with uniforms throughout the season, please contact the convenor.

Player Uniforms

All players must wear a team shirt, team cap, white baseball pants, running shoes or rubber cleats, and a jock/jill. No metal spikes or metal cleats are permitted. No shorts or open-toed shoes. There is no visible jewelry allowed. Coaches are permitted to wear black/white pants or shorts.

All players on the playing field (players coaching 1B/3B, batters, on-deck batters and runners) must wear **double-ear flap helmets with a chin strap or a helmet with a chin guard**. Note: Chin straps are not required for 15U and 19U. For T-Ball and 8U/9U, pitchers must wear a helmet. All of these helmets must be provided by the player.

Catchers must wear shin guards, chest protector, helmet, face mask and throat protector, all provided by the league and included in the team equipment bag. Catcher mitts can be requested from your convenor.

Catchers and pitchers in T-ball only need to wear their batting helmet.

In 8U/9U, pitchers must wear the chest protector and face mask-helmet combination, all provided by the league and included in the team equipment bag.

Coach Uniforms

All coaches must wear a team shirt, team hat, white athletic pants, black or white shorts and running shoes or rubber cleats. No capris or open-toed shoes. Any coach who is not properly dressed will not be permitted on the field and will only be allowed to give instruction from the bench.

Any individual (player or coach) receiving a warm-up pitch from a pitcher must wear a mask and a throat protector. NO EXCEPTIONS. This is to be enforced even if the receiver remains standing. This is for insurance reasons.

Equipment

A bag of equipment is provided to the head coach of each team at the beginning of the season. The equipment bag includes player equipment, balls and tools to set-up the diamonds. If any parts of the equipment need replacing, please contact your convenor.

Care of Equipment

We ask that you do your best to take care of the equipment provided to you. The following outlines a few tips to caring for the equipment:

1. Use hammers provided, not bats, to secure bases and pitching mounds.
2. If equipment is rained on or gets wet, please attempt to dry out the equipment immediately.
3. We recommend using older game balls for practice and new balls for games.

Returning Equipment

The bag of equipment is to be returned at the end of the season. Dates and times to return the equipment will be shared.

PRACTICES AND GAMES

Practice Times

Coaches can schedule warm-up and practice times in advance of each baseball game or book a diamond at other times (mainly Fri/Sun evenings and Saturdays) through their convenor. Sample practice drills and other coaching resources can be found on the KWHLB website under the Coaches Resources menu.

Batting Cages

Breithaupt Park has batting cages that can be booked by all house league coaches to run batting practices. Information on how to book the batting cages can be found on the KW House League Website under the Coaches Resources menu.

Game Schedule and Reporting Scores

The home team coach is asked to report the score for each game to their division convenor within 24 hours of a game's completion. The convenor will enter scores for all teams into the online system and division standings will be available on our website.

KWHLB RULES

The following House League Rules are intended to ensure fair play, equal play and safety for the participants. They are not to be used in any way to establish a competitive advantage for either team. In an effort to reduce the number of disputes, all questions and concerns should be discussed and clarified prior to the start of the game. All decisions and clarifications should then be expressed and agreed upon during ground rules in the presence of the home plate umpire. Any dispute arising from these rules is to be adjudicated promptly by the House League Committee. League officials shall offer an appeal process and be the final arbiters of any judgements arising from the implementation of these rules.

These rules apply to all house league games in all house league divisions (T-ball through 19U Division), unless otherwise noted. [*The Official Rules of Baseball*](#), published by Baseball Canada, is the basic rules publication. These rules apply to regular season play. Tournaments/Playoffs/Championships may have additional or changed rules.

A summary of the rules and the differences by division, can be found on the KWHLB website under the Coaches Resources menu.

Starting the Game

To maintain sportsmanlike behaviour and to respect the role of the umpire in the game, absolutely NO RULE BOOKS are allowed on the field in any format or media. Failure to comply with this rule will result in an immediate ejection from the game for the offender(s).

There should be one coach on the bench at all times. Coaches must be of the age of majority. Two coaches will be allowed in the coach's boxes, one at 1st base and one at 3rd base. Coaches must remain in the coach's boxes and cannot physically assist any runner while the ball is in play.

Home Team Responsibility

The home team is pre-determined for each game in the season schedule. The home team is responsible for setting up the field, including pitching machine (8u/9u), setting up the bases and pitching mound, and supplying baseballs: 1 new and 1 good quality ball. The home team shall keep the official pitch count for both teams, in line with pitch count limits and rules in Table 4 and will report the final game score to the convenor.

Fielding a Team

A team will receive a 15 minute grace period. A team must field 8 players within 15 minutes of the scheduled start time. (ie: if the game is at 6:15, the team has until 6:30 to field 8 players) If a team cannot be fielded, the opposition wins by default. When this happens, it is recommended that one team borrow players from the other team and an exhibition game is played under the supervision of the umpires. Umpires must stay for these types of exhibition games. Once forfeited the game cannot revert to the regularly scheduled game.

Division	# of defenders
T-Ball	12
8U/9U	10 (4 fielders)
10U-19U	9

Calling Up Players

In the event that a team is unable to field 8 players for a game, coaches can call up players registered with KWHLB from the division below. Convenors are provided with a call-up list of players at the beginning of the season from the league. Only players on this call-up list can be used as call-up players.

Called up players are not allowed to pitch.

Note: Players affiliated with rep baseball are not eligible to be called up for house league games.

Team Roster

The following summarizes the roster rules for KWHLB. Failure to comply with the roster rules may result in discipline from the convenor for league games and *could* result in forfeiture of tournament or playoff games. Ignorance of these rules will not be an excuse.

Batting Order

The batting order consists of all players present. Teams will exchange batting orders before the start of the game. A copy of the batting order must be given to the opposing team's manager prior to the beginning of the game. Late arriving players will be added to the end of the batting order as they arrive. A player's position in the order cannot be 'reserved' by listing them at the start of the game in the expectation that the player will arrive before their next turn to bat. Violations are to be reported to the convenor. The umpires do not adjudicate this rule.

The only changes to the batting order that are permitted are those due to injury or illness. For injured players, their turn will be skipped until they are ready to return to play, or they are removed from the batting order if they are unable to return to play.

A batter who fails to bat in his/her proper order shall be declared out, only if appealed by the opposing team, and only if another player completes his/her turn at bat in the correct player's place. All appeals must be made before 'play ball' is called for the next batter, or in the case of the last batter, it must be made before the last defensive player is off the playing field.

If the improper batter becomes a base runner or is put out and the proper appeal is made the plate umpire shall;

- a) Declare the proper batter out.
- b) Nullify any advances or scores made as a result of the batting order error.
- c) The next batter will be the player in the batting position following the player who was called out because of missing their turn at bat.

If the appeal is made too late, then the improper batter becomes legal and the player in the batting position is considered to have completed their turn at bat.

Defensive Substitutions

There will be a minimum of eight defenders on the field (please see the [Starting the Game](#) section of this handbook). Coaches will substitute defensive players between innings to equalize the playing time among all players. The following rules apply:

- No player will sit out 2 innings before all players have sat out 1 inning or 3 innings before all have sat out 2 innings.
- Each player will play a minimum of 2 innings (6 outs) in the infield before the end of the 5th inning.
- Under NO condition can a player pitch and catch in the same day (exception in 15U and 19U).
- A coach may not move players between defensive positions during the course of an inning, unless due to an injury, or to replace a pitcher who shall take that defensive position.
- See the exception listed under pitching rules in the handbook.

These rules are to be monitored by the opposing team. The sole purpose of these rules is to ensure that a coach gives fair playing opportunities to his/her players. The rule is not to be used as a means of depriving a team of an opportunity for victory when a coach makes an unintentional error. When an infraction of this rule is noticed, it must be brought to the attention of the offending coach immediately and they must be given the opportunity to correct the error. The umpires do not adjudicate the above rule. Any violations not immediately corrected are to be reported to the convenor or league who will adjudicate the rule.

Except for illness or injury, defensive substitutions from the bench are not permitted during an inning. This does not apply to pitching. Please see the [Pitching Rules](#) section of this handbook.

Courtesy Runners

There are no designated courtesy runners. If a batter or runner is injured or ill during play, the umpire will call time after all continuous play is completed, and the last out may substitute. If a player is injured and unable to bat, the player misses that turn at bat. No out is to be called and the player may be able to continue. Subject to the player not having medical limitations (e.g. asthma), partial participation (e.g. batting but not fielding) is not permitted. Medical conditions should be communicated to the opposing coach prior to the start of the game.

Division Base and Pitching Distances

The home team is responsible for setting up the field of play before the start of the game. The following table summarizes the pitching and base distances (in feet). All distances are measured from the back corner of home plate. Please use hammers provided (not bats) to secure the pitching plate and bases on the field.

Table 2: Pitching and Base Distances (in feet), by division

Division	Bases	Pitching
T-Ball	55	n/a
8U/9U	65	44
10U/11U	65	44
12U/13U	75	50
15U	82	55
19U	90	60'6"
All distances are measured from the back corner of home plate.		

Umpires (8U through 19U)

Two umpires will be present at all 8U through 19U games and should arrive approximately 15-minutes before the start of the game. One umpire is located at home plate and the other behind the pitcher. In the event that only one umpire is present at the game, they will officiate the game on their own. In the event that no umpire is present at the game, please immediately contact the Umpire in Chief.

In the event that no umpires show up for a game, the game should continue as an official game and be officiated by two coaches (one coach from each team). One coach will be positioned behind the pitcher and one coach will be positioned behind first base. As they are not official coaches, they will give their best effort in the spirit of sportsmanship and fair play. The coaches who volunteer to umpire will forfeit their coaching duties for that game and focus only on umpiring the game. If the umpires arrive late, the umpire will resume their duties for the remainder of the game and the coaches can return to assume their coaching duties. In any case, the official game start time will remain the same.

Please report any concerns about the umpires to your division convenor.

Length of Game and Time Limits

All regular season and playoff games are scheduled to begin at 6:15 pm (with the exception of the 19U division where start times are 6:00pm or 8:30pm). Additional details provided in Table 3.

All games will play to a maximum of 7 innings (6.5 innings if the home team is ahead) or the time limit, whichever comes first.

For T-Ball through 13U, no new inning will start after 1 hour 45 minutes from the **scheduled start time**.

For 15U and 19U divisions, no new inning will start after 2 hours from the **scheduled start time**.

Note: Games may be shortened due to a team becoming unable to field 8 players, the sportsmanship rule, or in the sole judgement of the umpires, unsafe playing conditions (including weather or darkness).

Table 3: Game Curfew and Length, by Division

Division	Game Length and Curfew	Max # Innings	Min # Innings for Completion
T-Ball	No inning is to start after 1 hour and 45 minutes from the scheduled start time.	5 innings	Games are official upon completion of 3 innings (2.5 innings if the home team is ahead).
8U/9U 10U/11U	No inning is to start after 1 hour and 45 minutes from the scheduled start time.	7 innings	Games are official upon completion of 3 innings (2.5 innings if the home team is ahead).
12U/13U	No inning is to start after 1 hour and 45 minutes from the scheduled start time.	7 innings	Games are official upon completion of 4 innings (3.5 innings if the home team is ahead).
15U	No inning is to start after 2 hours from the scheduled start time.	7 innings	Games are official upon completion of 4 innings (3.5 innings if the home team is ahead).
19U Division	No inning is to start after 2 hours from the scheduled start time. All regular season and playoff 19U Division games with start times of 6:00 p.m. or 8:30 p.m. will end by 8:20 and 10:50 pm. respectively due to lights out policy. At Lions #2, Rim #3 and Jack Couch Park, lights must be out by 11:00 p.m. (Local By-law).	7 innings	Games are official upon completion of 4 innings (3.5 innings if the home team is ahead).

Lightning Rule

In the interest of player safety, if any umpire assigned to a regular season or playoff game observes lightning or hears thunder, the home plate umpire will immediately end the game. All cancelled games should be reported to the convenor by the home team. The rescheduling of cancelled games will be at the sole discretion of the league and may be subject to umpire and diamond availability.

Please note that exceptions to this rule may be applied to tournament and championship games.

Rain Out/Rescheduled Games

In the event that a game is either rained out or rescheduled, the following shall be applied:

- Any game that is less than 2 complete innings must start from the beginning as a new game. All pitch count rules must be followed.
- Games that exceed 2 innings and less than the minimum number of innings will continue from the point that they were stopped until the maximum number of innings is reached. All pitch count rules must be followed.
- The rescheduling of the games will be subject to diamond and umpire availability. Coaches may contact their convenor.

Pitching Rules

The following pitching and pitch count rules apply to the 10U through 19U divisions:

- The home team will keep the official pitch count for both teams as per Table 4.
- Pitchers may make only one appearance (consecutive innings) per game with the limits outlined in Table 4.
- A coach may make one visit to a pitcher per inning that doesn't require a pitching change. If a coach makes a second trip to the same pitcher in the same inning, the player is removed from the pitching position for the remainder of the game. A second visit is only permitted if there is a medical concern and the coach notifies the umpire and is accompanied by them to the mound. The pitcher may take another defensive position. See the defensive substitutions section of this handbook for details.
- A pitcher may take up to 8 warm-up pitches when taking the mound for the first time in a game.
- Pitchers cannot wear white wristbands, have batting gloves in their back pocket(s), nor wear a batting glove on the gloved (non-pitching) hand.
- Pitchers may be entered from the bench during the course of an inning.
- For 10U through to 13U, players may not be a pitcher and a catcher on the same day.
- Once a pitcher reaches their standard pitch limit, they may finish pitching to that batter.
- In the case of rescheduled or tournament games, pitchers may have the opportunity to pitch on consecutive days. To be eligible to pitch on consecutive days, a pitcher may only throw their consecutive day pitch limit on the first of the two consecutive days (see Table 4).
- Called up players are not allowed to pitch
- Fair play rules related to sitting of pitchers applies during developmental and regular season play. This rule is waived during the Mid-Season and Championship tournaments. During tournament play, a pitcher who misses their turn to sit will be required to sit the next full inning after being pulled from the pitching position. A pitcher pulled part way through an inning may assume another playing position or return to the bench. If they return to the bench they must still sit the next full inning.

Table 4: Pitch Count Limits, by division

Division	Standard Pitch Limits per Day (at least 2 days between games*)	Consecutive-Day Pitch Limit (less than 2 days between games)
10U/11U	45	30
12U/13U	55	40
15U	65	50
19U	75	60

*Standard Pitch Limits (at least 2 days between games) allows pitchers to pitch two days per week (Monday and Wednesday OR Tuesday and Thursday). Two days will be equivalent to the 2 sleep rule as previously suggested. If a pitcher pitches the maximum allowed on a Monday for example, the pitcher can pitch Wednesday.

*Consecutive-Day Pitch Limit really only applies to the mid-season tournament and pitchers cannot pitch three days in a row.

Pitch and Catch Penalties

In the event that pitching or catching rules are not followed and an infraction is identified, the pitcher or catcher is to be removed from the position. Infractions must be brought to the attention of the offending coach immediately.

- First offence is a warning
- Second offence is immediate ejection from the game which includes an automatic one game suspension
- A third offence will be reviewed by the Discipline committee which could result in suspension for the remainder of the season
- Use of a called up player as a pitcher is an automatic 1 game suspension

Dropped Third Strike

T-Ball through 13U players are not allowed to advance on a dropped 3rd strike.

For 15U through 19U, if there are less than 2 outs, the batter may attempt to advance to 1st base on a dropped third strike if 1st base is not occupied. The runner may advance beyond 1st base if there is an overthrow. If there are two outs and there is a dropped third strike, the batter may attempt to advance to first base even when it is occupied.

Overthrows

This rule applies to T-Ball, 8U/9U, and 10U/11U only.

If a throw to any base in an attempt to retire a base runner results in an overthrow the Umpire will call time. Base runners will be awarded the base they were advancing to at the discretion of the Umpire

Per exception on page 29, In the case of an overthrow on the last batter, all runners will be awarded two bases from the last base they touched at the discretion of the Umpire.

Infield Fly Rule

This rule does not apply to T-Ball or 8U/9U.

For 10U through to 19U, the infield fly rule is in effect.

Balks

This rule does not apply to T-Ball or 8U/9U.

Balks will not be called in 10U/11U.

Balks will not be called in 12U/13U. If a runner is put at jeopardy due to a pitcher's illegal move, "Time" may be called and runners placed at bases at the discretion of the umpires.

In 15U and 19U, balks will be called at the judgement of the umpires. If a player or coach is unsure of the reason for a 'Balk' call, they can ask the umpire for an explanation. **Coaches and players should keep in mind that balk calls are judgement calls and should not be argued.**

Leadoffs

For T-Ball the base runner shall not leave the base they are on until the batter has hit the ball from the tee. When any runner has taken a lead-off the umpire shall call time and return the runner to the base.

For 8U/9UT - Runners may not lead-off until the ball is hit.

Penalty: Time is called, no pitch, runner is declared out and all runners return. The coach of each team will receive one warning before an out is imposed. When a warning is issued all runners must return to their original bases.

For 10U/11U divisions: Runners must remain on the base until the pitcher releases the pitch.

Penalty: Time is called, no pitch, runner is declared out and all runners return. The coach of each team will receive one warning before an out is imposed. When a warning is issued all runners must return to their original bases.

For 12U through 19U, lead offs are permitted.

Stealing

Stealing is not permitted in T-Ball, 8U/9U, and 10U/11U.

Stealing is permitted from 12U through to 19U.

Time Called

For T-Ball and 8U/9U, once the player at the base has control of the ball and raises their hand with the ball and asks for time, time will be called by the plate umpire. The base runners will be held on the last base they occupied or the unoccupied base they were approaching when time was called. When a batted ball is hit to the outfield, after an outfielder controls the ball, time will be called by the Umpire and runners may continue on to the next base but no further.

For 10U through 19U, time called is not permitted.

Sportsmanship Rules

Run Limits

Run limits are outlined in Table 5.

For T-Ball and 8U/9U, there are no run limits as each half-inning is limited to 8 batters.

For 10U through 15U, all regular season, tournament, and playoff games will have a limited number of runs allowed in each half inning (with the exception of the open inning).

For 19U, there are no run limits in any inning.

Table 5: Run Limits, by division

Division	Half-Inning Run Limit
T-Ball	n/a
8U/9U	n/a
10U/11U	5 runs
12U/13U	5 runs

15U	5 runs
19U	unlimited

Open Inning

There is no open inning in T-Ball or 8U/9U.

For 10U through 15U, the open inning will have unlimited runs. The open inning will be the first inning to start after 1 hour and 15 minutes from the scheduled start time. If the open inning is completed before the time limit is reached, another inning with the limited run restrictions will be played.

For 19U, unlimited runs (open innings) will be allowed in all innings.

Mercy Rule

The Mercy rule will be enforced at all levels of house league. During regular league play or in the playoffs, if one team is ahead by more than ten runs after 5 innings (4.5 innings if the home team is ahead) the game shall end.

Ejections

Umpires have the right and authority to eject any player or coach from the game and from the park. The umpire can call for forfeiture of the game. The umpire is to decide what constitutes 'the park'. All ejections are to be reported to the Umpire in Chief using an Incident Report Card. The Umpire in Chief will report the ejection to the convenor and the House League Committee. Ejected individuals must leave the diamond area and will have absolutely no further contact with the team for the remainder of the game. Any player or coach ejected by an umpire during a regular season, tournament or playoff game is automatically suspended for one additional game. This is to be the very next game played by the team (regular season, tournament or playoff game). The Disciplinary Committee may impose further penalties.

Contact Rule

The [Baseball Ontario](#) contact rule is in effect. There is to be no intentional contact or malicious contact between players. Players may slide to a base or home plate, which may result in legal contact between players.

Under no circumstances may a player interfere with another player, or attempt to dislodge a held ball through, for example, upright contact, kicking at the held ball, roll blocks, high-legged slide or playing the player instead of the base. **Penalty:** The offender will be called out and ejected from the game. In addition, if the offender is on the defensive team, the runner will be declared safe and the base awards for obstruction will be applied. If the offender is from the team at bat, offensive interference will be called, the runner will be declared out, (unless the runner has crossed home plate prior to the contact), and base runners will return to the base last legally occupied at the time of the contact.

Penalties for Sportsmanship rules violations

- See Disciplinary Action

T-BALL DIVISION RULE ADDITIONS AND EXCEPTIONS

T-Ball is often the first exposure to baseball for most players. The objective of the game should be to foster interest in the game, teach baseball skills and good sportsmanship. Excessive focus on the competitive nature of the game is not in the best interest of anyone involved and whenever rule interpretations are required they will be interpreted to the benefit of the above stated objectives.

The following is a summary of additions or exceptions to the KWHLB rules for T-Ball. All rules outlined in the KWHLB and Baseball Ontario apply unless otherwise stated below. See the [Tournament and Playoff Information](#) section of this manual for Tournaments, Playoffs, and Championships information. See the [KW House League Summary of Rules](#) section of this handbook for a summary of rules by division.

1. There are no walks.
2. The last pitch does not have to be caught by the catcher to record the out on the final pitch.
3. There are no bunts allowed.
4. There is no reference to the “Sportsmanship Rule” as there are a maximum number of batters each inning and no open innings.
5. Players must have equal amount of playing time at all positions, both in the field and in the batting order.

Bases

Each team will be supplied with a safety base for first base and two additional bases. Base length is 55 feet in T-Ball. See the [Division Base Distances](#) section of this handbook for more details.

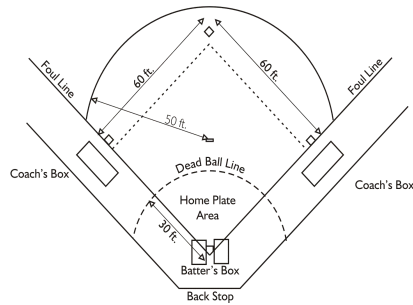
Safety bases will be used at first base. The bag inside the 1st base line is for the sole use of the first baseman. The bag outside the first base line is for the sole use of the base runner. Should the first baseman place his foot on the bag outside of the 1st base line in the course of play at 1st base where the base runner is coming from home plate, the runner will be declared to be safe. Alternatively, should the base runner coming from home plate place his foot on the bag inside the 1st base line, base runner is out. However, if there is no risk of a collision, a player can round first base properly by touching the normal base.

Home Plate

In order to avoid collisions at home plate, coaches on both teams may draw a ‘safety line’ from the backstop which designates the runner has reached ‘home’ when crossed. The catchers must play the plate to make an out.

The Playing Field

Batter's boxes will not be used. The pitcher's rubber shall be located three feet behind the 'playing line'. The 'playing line' shall be an imaginary line running diagonally across the infield from 1st base to 3rd base. The dead ball line should be half-way between home plate and the pitching mound.



Fair Ball

A fair ball is a batted ball that crosses the 'dead ball line'. A batter may not reach base by bunting or walking. All balls that are hit fair must be thrown (not rolled) to a base.

Dead Hit Ball

A dead hit ball is a batted ball that the batter has not taken a full swing at which results in a bunted ball.

Governing the Game

T-Ball is intended to be a fun and developmental game. Coaches on both teams are to work together to call the games and to ensure a fair and fun game is played.

Number of Players

There can be 6 players on the infield and 6 in the outfield. Games may be played with a minimum of 8 players.

Defensive Positioning

Catchers must play their position so that they do not interfere with the batter while batting. Pitchers and infielders must remain behind the 'playing line' until the ball is hit. The pitcher must remain on the pitching rubber until the ball is hit. The 2nd baseman and short stop must not move inside the baseline until the ball is hit. Infielders and outfielders may not switch positions after the start of an inning. This does not prohibit infielders from backing up to the outfield to catch a fly ball or make a play on a ground ball.

Outfielder Encroachment

Outfielders are to take their position a minimum of 15 feet from the base paths (generally where the infield meets the outfield grass) until the release of the pitch. **Penalty:** Warning to team.

A fielder's throw, in an attempt to retire the runner, must be received by an infielder. The outfielders may move as required to back-up the play but cannot make an out at a base. **Penalty:** Runner is safe.

Playing Rules

The batter becomes a base runner when:

- The player hits the ball hard enough to firmly cross the 'dead ball' line.
- The catcher interferes with the batter while the batter is attempting to hit the ball. The batter is awarded first base, the ball is dead and no runners may advance, except those forced to do so by the batter becoming a base runner. In the event that the batter, in spite of the interference, hits the ball fairly and reaches base safely and all other runners have advanced at least one base safely, then the interference is disregarded.
- In the case of catcher interference on the last batter, while the batter is attempting to hit the ball, the ball is dead, no runners may advance and the last batter is allowed to continue their turn at bat with the same count.
- If the last batter, in spite of the catcher interference, hits the ball fairly and reaches home plate safely, the ball is live and the catcher interference is disregarded. In all cases of interference, the offensive team manager has the option of acceptance or refusing the catcher interference.
- All pitchers must throw the ball to bases to make plays. No outs can be made by running to a base with the ball unless it is the position of that player. **Exception:** On a play where an infielder is backing up another position and fields the ball beside the base. (i.e. 2nd baseman covers up on a ground ball to 1st base and the ball gets through. The 2nd baseman may make the play at 1st base.)
- Outfielders must throw the ball to an infielder to make plays on bases.
- A batter is out when a fly ball is caught by a member of the defensive team whether a fair ball, dead hit ball or foul ball, provided the ball is not outside the playing boundaries at the time it was caught. The ball will remain live and in play until time is called. Strikeouts are not called.

A base runner is out;

- On a force play.
- When they are tagged.
- When running more than three feet off the baseline to avoid a tag.
- When they are hit by a fair batted ball, either on or off the base, before the ball is touched by the pitcher or before it has touched or passed an infielder not including the pitcher. The ball is also dead and no runners may advance.

Number of Batters

Half innings will end after 8 batters, regardless of number of outs.

Last Batter Rule

1. When the eighth batter in an inning approaches the plate the at-bat team will notify the opposing team that this is the “last batter”. Penalty: If the last batter is not declared before the ball is struck the batter is declared out and any runs scored will be erased. The first batter of the next inning will be the “9th” batter.
2. If the batter does not reach base, (i.e. is forced out at base or flies out), no runs will score. Otherwise, all runs scored before the last batter is put out shall score. In addition to methods cited in the Official Baseball Rules, the last batter shall be called out when he/she is tagged with the ball on or off the base, or a fielder with the ball touches any base ahead of the last batter.
3. If the ball is thrown out of play after the last batter hits the ball into fair territory, normal base awards will apply, (e.g. two runners will score in addition to those who have already crossed the plate at the time the ball goes out of bounds).

8U/9U DIVISION RULE ADDITIONS AND EXCEPTIONS

The following is a summary of additions or exceptions to the KWHLB rules for 8U/9U. All rules outlined in the KWHLB and Baseball Ontario apply unless otherwise stated below. See the [Tournament and Playoff Information](#) section of this manual for Tournaments, Playoffs, and Championships information. See the [KW House League Summary of Rules](#) section of this handbook for a summary of rules by division.

1. Each batter will receive 5 strikes, hittable pitches. No player can foul out. (Note: A foul ball caught on a 5th pitch is an out) If a pitch is in the dirt or over the batter's head it is not a hittable pitch unless the batter swings.
2. There are no walks.
3. The last pitch does not have to be caught by the catcher to record the out on the final pitch.
4. There are no bunts allowed.
5. There is no reference to the "Sportsmanship Rule" as there are a maximum number of batters each inning and no open innings.
6. When a batted ball is hit to the outfield, after an outfielder controls the ball, runners may continue on to the next base, at their own risk, but no further.

Pitching Machine

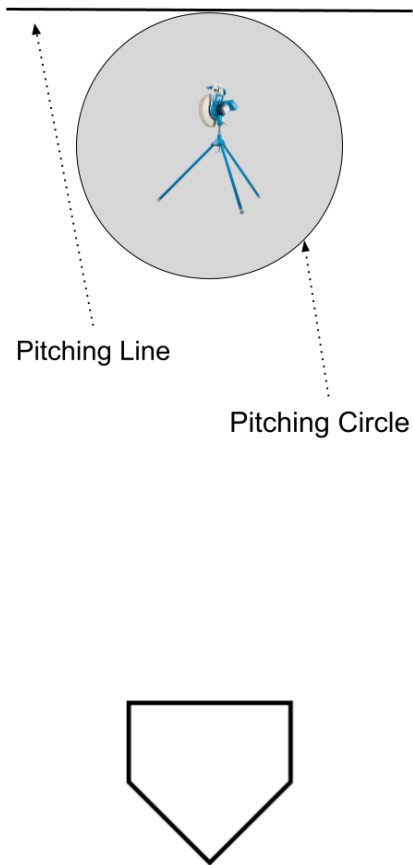
1. Set-up – All pitches are delivered by a pitching machine, which is to be set up and adjusted by the coaches before the start of the game. The machine will be 44 feet from the back end of home plate, inside an 8-foot diameter 'Pitching Circle'. The pitching machine power cord must be buried and will typically exit the infield towards the third base line approximately 10-15 feet in front of third base. Within the pitching circle, the power cord is considered part of the pitching machine. The speed of the machine will be set to 35 MPH (56 KMPH/57 RPM) for 8U and 40 MPH (64 KMPH/65 RPM) for 9U. In the rare event that a generator-fed pitching machine does not have enough fuel, coaches will be reimbursed for fuel purchased to fill the gas can in the bunker. Send receipt to info@kwhlb.ca

2. Adjusting the Pitching Machine – After the initial setup and mutual agreement by the teams, all pitching machine adjustments must be conducted under the supervision of the home plate umpire at the beginning of each inning; however, in the case of poor performance, unhittable pitches, the umpire may request the machine to be adjusted during an inning.

Unsupervised adjustments or tampering of the machine will result in the ejection of the offender from the game.

3. Pitching Line – A 16-foot line will be marked on the field, tangent to and centred on the back of the 8-foot pitching circle. This line will extend 4 feet beyond each side of the Pitching Circle.

4. The Feeder – An adult from the at-bat team, (The Feeder), will feed the ball to the pitching machine. The Feeder will normally stay within the pitching circle but may leave the circle to avoid interfering with a play. If the Feeder interferes with play while outside the Pitching Circle, the umpires will, in their judgement, make awards that will nullify the effect of the interference.



Pitching Circle Rules

1. Entry into Circle – Defending players may not enter, reach into or step on the line marking the pitching circle for any reason.

Penalty: Dead ball and warning. Umpires may require managers to move repeat offenders to another defensive position.

2. Ball Through Circle – If a batted or thrown ball passes through the Pitching Circle without contact with the pitching machine there is no call.

3. Batted Ball in Circle – First 7 batters: If a batted ball contacts the pitching machine or a ball comes to rest in the circle: Dead ball, batter is awarded first base, all runners advance one base if forced to advance by the batter-runner taking first base. Last batter: If a batted ball contacts the pitching machine or a ball comes to rest in the circle. Dead ball, no pitch, runners return, batter returns to the batter's box with the same count.

4. Thrown Ball in Circle – If a thrown ball contacts the pitching machine and exits the circle: No call, play the bounce. If a thrown ball comes to rest within the pitching circle: Dead ball, out of play, base awards of one base from the last legally touched base.

Overthrows

If a throw to any base in an attempt to retire a base runner results in an overthrow, the Umpire will call time. Base runners will be awarded the base they were advancing to or nearest to at the discretion of the Umpire.

Fielders

1. No player may catch more than 3 innings.

2. Pitcher – Before each pitch the pitcher will take his position with both feet on the Pitching Line. The pitcher may move off the line when the machine releases the ball. The pitcher will wear a batting helmet with a chinstrap. The pitcher will receive all thrown balls and hand the ball to the Feeder.

3. Outfielders – A fourth outfielder may be used, bringing the number of defenders to 10.

Outfielder Encroachment

Outfielders are to take their position a minimum of 15 feet from the base paths until the release of the pitch. Penalty: Warning to team. The umpire may make base awards that will nullify the encroachment.

A fielder's throw, in an attempt to retire the runner, must be received by an infielder. The outfielders may move as required to back-up the play. **Penalty:** Runner is safe.

Number of Batters

Half innings will end after 3 outs or 8 batters, whichever comes first.

Last Batter Rule

1. When the eighth batter in an inning approaches the plate the at bat team will notify the home plate umpire that this is the "last batter". The home plate umpire will then announce to the playing field "last batter" before starting play. **Penalty:** If the last batter is not declared before the ball is struck the batter is declared out and any runs scored will be erased. The first batter of the next inning will be the "9th" batter.
2. If the batter does not reach base, (i.e. is forced out at base, strikes out or flies out), no runs will score. Otherwise, all runs scored before the last batter is put out shall score. In addition to methods cited in the Official Baseball Rules, the last batter shall be called out when he/she is tagged with the ball on or off the base, or a fielder with the ball touches any base ahead of the last batter.
3. On Last Batter If the ball is thrown out of play after the last batter strikes the ball into fair territory, each base runner will be awarded 2 bases from the last base they touched.

10U/11U DIVISION RULE ADDITIONS AND EXCEPTIONS

Defined Strike Zone

The strike zone is from the players shoulders to the knees based on their normal standing height. A larger orange home plate will be provided to coaches. In absence of the larger plate, the width of one baseball on either side of home plate will be used.

TOURNAMENT, PLAYOFF, CHAMPIONSHIP DAY RULES

General baseball and [KW House League](#) rules apply except where specified below.

1. For mid-season tournament and round robin playoff games, home team assignment is randomly done by the scheduler. The home team for any semi-final or final games will be determined by the standings going into either the mid-season tournament or championship games.

2. A full game will consist of 5 innings for T-ball and 8U/9U, and 10U/11U, 6 innings for 12U/13U and 7 innings for 15U and 19U. No new inning will begin after 1 hour and 45 minutes for all divisions except for 15U and 19U where no new inning will start after 2 hours. If the home team is ahead after the completion of play of the top of the final inning the bottom of the inning will not be played.

3. Game start time will be recorded on the official score sheet. The plate umpire will call time after the first pitch in the game and that time will be recorded as the official start time of the game. During the playoffs, standings do count and a grace period of 15 minutes will be allowed from the official start time using the umpire's designated time piece for all teams to field 8 players after which time the game will be a forfeit. Time permitting a fun game shall then be played with the forfeiting team borrowing players from the other team.

4. For the midseason tournament: standings for teams going to the Championship Round will be determined as follows:

- a) All Divisions – Most points = 2 points for a win, 1 point for a tie and 0 points for a loss.
- b) The results of the game between tied teams when all teams have played each other and a clear order can be established.
- c) Run differential: The total number of runs scored by a team in all games minus the total number of runs scored by the team's opponent in all games. A maximum of a 10-run differential shall be used per game.
- d) The most runs scored between tied teams.
- e) The fewest runs allowed between tied teams.

5. The home team will supply the official scorekeeper and someone to keep the official pitch count. The official score sheet must be signed by the home plate umpire and both head coaches. Pitch count sheets must be presented to the Convenor upon request. We recommend confirming scores and pitch counts (if applicable) between innings to ensure agreement by both teams.

6. Inclement Weather

- a) In the event of lightning during a tournament or championship game the 30-30 Rule, recognized by both Baseball Ontario and ICBA, will be applied in an effort to complete the scheduled games in a timely manner.
- b) If a game is cancelled or interrupted as a result of poor weather the Rain Out/Rescheduled Games rule will apply.

7. Pitch count rules apply for all divisions up to and including 10U through to 19U division (see Pitching rules). In addition a pitcher may not pitch 3 days in a row.

8. If the catcher is on base with two outs a substitute runner may replace the catcher on base in order for the catcher to put on his/her equipment for the next inning. The substitute runner must be the “last out” recorded for that team. The runner substituted for must be the catcher in the following inning.

Penalty: If that runner does not take the catching position as set out in this rule any runs scored in the inning after the substitution is made will be disallowed.

9. The “Sportsmanship Rule” will apply. During the tournament or championship day, because of time constraints, the game shall be terminated if one team is ahead by 10 runs after 5 innings (4.5 innings if the home team is winning). The score at the point of termination shall be official.

10. Any problems must be settled on the field during the game at the time a problem occurs. Umpires decisions on all judgement matters are final.