



GEORGINA MINOR BASEBALL ASSOCIATION

HOUSE LEAGUE RULES – 2008

Rookie Ball Division

1. Distance between bases: 65 feet
Pitching machine distance: 44 feet
Pitching machine speed: 40 mph maximum
Official start time for all games: 6:15 p.m.
Official length of game: 5 innings
No new inning time: 7:45 p.m.
Curfew time: 8:15 p.m.
2. A game will be “called” if any of the following occur:
 - a) Rain (umpires discretion); or,
 - b) At the first sign of lightning; or,
 - c) At dusk or when it is deemed to dark to safely continue; or,
 - d) At the third out of the home half of the inning if the game is past the “no new inning time”; or,
 - e) At curfew time.
3. In the event of a “called game”, the game will revert back to the last complete inning to determine the final score; but, a minimum of two innings (1-1/2 innings if the home team is ahead) must be completed for the game to be considered an official game. Any game not considered official may be continued on a date determined by the head coach.
4. All players must have equal playing time and no player may sit out twice unless all other players have sat out once. Players cannot play the same position twice except for the catcher. All players must be rotated between infield and outfield positions and must be allowed to experience all positions on the field. Each player must play an infield position and an outfield position at least one full inning per game. The only exception to this rule would be in a two inning “called game”.
5. All players will bat late players must join the batting order at the bottom. Of the bating order

6. The offensive team's turn at bat ends when:
 - a) Three outs occur; or,
 - b) Five runs are scored.
7. Players may be called up from a lower house league team but not from another team in the same division. You may not use a player from a lower division to exceed the required number of players.
8. A team shall forfeit with fewer than 7 players after a 10-minute delay from the scheduled start time. Once the forfeit is awarded, if a total of 14 players combined from both teams is present, they are to be equally divided and an exhibition game played, if agreed upon. If neither team is able to field the minimum number of players, both teams shall forfeit the game.
9. The pitching machine height may only be changed under the direction and judgment of the umpire following the consistent delivery of unhittable pitches.
10. The speed of the pitching machine may not be adjusted until the end of a complete inning and agreed upon by both head coaches and the umpire.
11. During the defensive half of the inning, a coach may be positioned at first base and at third base. One coach must place balls into the pitching machine. Any obstruction caused by the coaches will result in an automatic out of the lead runner. Any contact by the coach with a player while the ball is in play will result in an automatic out of the player.
12. Each batter shall have five strikes before being called out. The umpire should call "no pitch" for a pitched ball that is not in the strike zone. A foul ball for the fifth strike is not considered a strike. A batter cannot foul out unless a foul ball is caught in the air. No bunting allowed.
13. Base runners cannot leave the base until the batter makes contact with the ball. One warning per team will be given and any further infractions will result in an automatic out to the runner. No stealing allowed.
14. When the ball is hit to any defensive infielder, one attempt to "make a play" must be made before time can be called.
15. Pitchers are not allowed to tag base runners from home to first base. They must throw the ball to first base.
16. Whenever time is called, all base runners are awarded the base they were running to if they were more than halfway to that base; otherwise, they must return to the last base attained/occupied.

17. An overthrow is when the ball is thrown past the baseman without touching the baseman. On an overthrow to any base, the runners may continue at their peril until time is called or if the ball goes out of play, time is called. If the ball was thrown out of play, the runner who batted the ball is awarded second base if not already attained.
18. Time is called when a player playing an infield position has control of the ball in the fair area of the infield and is not attempting to make another play. The “fair area of the infield” is defined as the fair area within the boundaries of home, first, second and third bases. Once time has been called, it is up to the umpire to decide whether a base runner was more than halfway to the next base, if not then the runner must return to the last base attained/occupied, unless a “force” dictates otherwise.
19. The umpire is the only one who can call “time” to stop play. Players can only request a stoppage in play or do nothing with the ball in hand to get the umpire to call “time”.
20. During the defensive half of the inning, all substitute players and the coaching staff must be in the dugout.
21. The defensive team will consist of a catcher, one pitcher, one player at first base, one player at second base, one player at third base, one shortstop, and up to four outfielders; ten (10) players in total.
22. The pitcher on the defensive team must wear a helmet with the chinstrap secure at all times while on the playing field.
23. The pitcher must be positioned on either side of the pitching machine. A safety circle of four feet radius should be drawn around the pitching machine. Lines extending in the direction of the first and third bases should be drawn from the safety circle extending out an additional three feet. The pitcher must be on one of these lines prior to all pitches.
24. The positioning of the other defensive players prior to the batter hitting the ball will be: the outfielders at least fifteen feet behind the infield base path, the catcher behind home plate, the basemen within four feet of their base and the shortstop must be halfway between the bases. All basemen should be off the base path up to a maximum of four feet.
25. If the ball hits the pitching machine (including the electrical cord) or lands in the safety circle from the batter’s hit, time is called and the batter is awarded first base. All base runners will advance in a force situation. If a batted ball passes through the pitching circle but is not deflected, the play will continue as with any regularly batted ball.

26. No defensive player may enter into the safety circle. Any violation will result in time being called and all runners being awarded the bases they were running to.
27. Players must throw the ball to make a play and not roll it. If the ball is intentionally rolled then all base runners score.