



2025 – 13U Muskoka Hornets House League Rule Outline

Mission Statement: To facilitate a league that is FUN for all participants yet still provides an atmosphere where players can learn the skills necessary to progress and improve as a ball player, the following goals and objectives will apply:

1. *PLEASE remember that the league is designed to provide a fair and safe place for all participants. This must be the primary goal.*
2. *While this program is house league and based on equal playing time and skill development* it is important to remember that in life there are winners and losers and parents and kids both need to learn this lesson.*
3. *If after a few weeks of games, you notice an imbalance in terms of team skills, then there may be the need to move a couple players around to improve competitive balance. Please keep me posted where you think changes might be necessary.*

We propose the following rules be followed for the 2025 season.

1. **Batting:**

- Teams bat until 3 outs are recorded or a maximum of 5 runs.

2. **Pitching:**

- Opposing teams will use players to pitch.
- Pitchers have up to a maximum of 5 warm-up pitches.
- Walks are permitted.
- Pitchers can pitch 2 innings up to a maximum of 50 pitches.
- Pitchers can finish an at bat when crossing the 50-pitch threshold.

3. **Base Running / Fielding:**

- Bases are set at 75 feet and the pitching rubber at 50 feet.
- Lead-off and stealing is permitted.
- When a ball hit to the outfield is returned to the infield—either by touching a base or being controlled by an infielder within the infield—all runners must stop at the nearest base. This results in an automatic dead ball timeout.
- Runners may advance on overthrows but cannot score on an overthrow.
- On wild pitches or passed balls, runners may advance except from third base to home—no scoring is allowed on these plays.
- Dropped last strike - does not apply – meaning a batter CANNOT reach first base on a strike out.
- Teams can use a fourth outfielder (10 players on the field).
- Where teams are short, they can pick up players until they reach a maximum of 9.



4. Scoring

- Innings are capped at max 5 runs
- The final inning is open
- For recording purposes, the maximum run differential will be 7 (if score is 20-5 – will be recorded as 12-5).

5. Game Time and Weather Delays

13U game time is 1h30min. Games will start promptly at 7:00pm.

- No new innings beginning after 1h:15min of play (8:15pm). The current inning will finish, and the game will end. At 8:30pm the ball will be dead, and the game will be over.

Weather delays will not extend beyond a 1/2-hour delay. For example, if a 7:00pm game is delayed 36 minutes they will be permitted to run overtime 30 minutes, losing 6 minutes of game play. (Ball dead at 9:00pm)

Note: Our league follows [OBA Baseball Rules](#) as the foundation for gameplay. However, the Hornets House League Rule Outline includes specific exceptions designed to encourage more active play, increase ball-in-play opportunities, and support player development. These modifications are intended to make the game more inclusive, engaging, and fun for all participants. Rules are subject to change by the convenor.

**All players should have the opportunity to develop in positions of interest. It is recommended players use practice time to improve their skills. Players will be given an opportunity to play these positions in a game scenario as their skills improve and where they can safely do so. This is at the discretion of their coach.*