

CBA House League Operating Rules Regular Season

(revised 2025)

1. PLAYER AGE GROUPING

All players must play in their own age grouping unless otherwise approved by the Committee.

2. PLAYING RULES

In general we follow the rules of professional baseball and as modified by the most recent edition of the Ontario Baseball Association Playing Rules. Further exceptions are listed that apply to all age divisions and on the appropriate page where they apply to a specific Division.

3. DIAMOND DIMENSIONS

Division Pitching Rubber Between Bases

- 9U 44' 55' - 65'
- 11U 44' 65'
- 13U 50' 75'
- 15U 60'-6" 90'
- 18U 60'-6" 90'
- 20U 60'-6" 90'

4. GAME TIME

All regular season games start at 6:00 p.m. sharp unless scheduled otherwise or advised otherwise by the Division Convener. Umpires will be instructed to allow a 15 minute grace period to a team not having the required number of players to begin the game. Teams may play with a minimum of 7 players, with automatic outs for the 8th and 9th batter....unless both teams agree to waive this rule. Players arriving late will be added to the bottom of the batting order irrespective of the inning when they arrive.

5. OFFICIAL GAMES

Division	Full Game	Min Completed Innings for Official Game [^]		Curfew Time Limit "No New Inning after"	Mercy Rule per inning	Mercy Rule
		Home Lead	Visitor Lead			
9U	5 innings	2 ½	3	1hr 30 min*	3 outs or 10 Batters	none
11U	5 innings	2 1/2	3	1hr 45 min *	5 runs in any inning except the 5 th inning	10 runs after 4 innings

13U	6 innings	3 1/2	4	1hr 45 min *	5 runs in any inning except the 6 th inning	10 runs after 5 innings 15 runs after 3 innings (all per Baseball Ontario 2.7(g))
15U	7 innings	4 1/2	5	1hr 45 min *	7 runs in any inning	10 runs after 5 innings 15 runs after 3 innings

					except the 6 th & 7 th	(all per Baseball Ontario 2.7(g))
18U	7 innings	4 1/2	5	2hr	None	10 runs after 5 innings 15 runs after 3 innings (all per Baseball Ontario 2.7(g))
20U	7 innings	4 1/2	5	2hr	None	10 runs after 5 innings 15 runs after 3 innings (all per Baseball Ontario 2.7(g))

(For Divisions denoted with an “*”)...TIME LIMIT - Any inning starting before the Curfew limit is reached must be completed to end the game.

^ A game will be considered “official” once time has expired and innings have been completed, regardless of the number of innings played.

For example only... in a 11U game the last inning will be the completion of the 6th inning or any inning that starts before curfew (eg. game starts at 6:00 pm. curfew is 7:45 pm,) regardless of being past the curfew time.

5.1 SUSPENDED GAMES – WEATHER

Any game suspended before the completion of the first inning shall be rescheduled and played from the start. Any game suspended after the first inning and before being declared “official” shall be resumed from the time and position of the initial suspension. For scoring purposes any game that is suspended in the top half of an inning due to weather that cannot otherwise be finished, the recorded score shall revert back to the previous completed inning.

5.2 PLAYER CHANGES

If there are changes to the lineup due to certain players initially not present or players not available for the resumption of the game, the initial lineup will be collapsed for any missing players and any new players

(including call ups) will be added to the bottom of the lineup. (Outs are not taken for missing initial players unless there are fewer than 9 players for the resumption of play - see #4.)

5.3 PITCHING CLARIFICATIONS

Pitching will resume from the count when suspended. Spent pitchers from the initial start will not be allowed to re-enter as a pitcher. Pitchers in continuation will also be subject to the pitching regulations at the time of the game being played. Pitch counts do not reset when resuming a suspended game. For example, at the time of suspension, if pitcher #2 has a count of 2 balls, 1 strike and 1 out and has thrown 24 pitches; they continue from that point all inclusive in determining their availability in future games. In addition if pitcher #2 pitched in a previous day to the current outing that would otherwise render him ineligible to pitch that day then he could not resume the suspended game and would have to be replaced with a new eligible pitcher assuming the existing count and outs when play was suspended. (not the accumulated pitches of the previous pitcher)

6. EXTRA INNINGS

There will be NO extra innings during the regular season. Ties will stand with each team receiving one point. Extra innings may be allowed in a playoff or tournament game using the Kansas City tie breaker.

7. PARTICIPATION

All players will play a minimum of THREE innings per game. The three innings can NOT be all played in the OUTFIELD unless the player wants them to be. The only exception will be game ejection, injury or absence. The batting order must ROTATE from game to game so that every player has an opportunity to bat in each position. Every player shall have the opportunity to learn as many positions as they wish and NOT be limited to only ONE position. No more than TWO innings at the same position 9U, 11U, 13U only, excluding pitchers and catchers.

8. CONTACT RULE

No player shall maliciously run into another player. Contact is considered malicious if it involves:

- Intentional excessive force
- Intent to injure
- Deliberate attempt by a runner to dislodge the ball
- A runner making no legitimate effort to reach the base
- A runner who could have reasonably slid or otherwise avoided contact and still reached the base

Penalty: Player is ejected from the game and declared out. This rule is to be enforced using the following guidelines:

Malicious contact is to be penalized whether committed by an offensive or defensive player. When a defensive player is ejected under this rule, the runner will be called safe or out according to the result of the play. The ball is dead and all other runners shall return to their last legally occupied base at the time of the contact.

A runner guilty of malicious contact is out even if the fielder loses possession of the ball. A runner guilty of malicious contact after scoring a run shall not be declared out, but is still ejected from the game. This rule applies at home plate and all other bases.

Incidental contact between players is allowed, as long it is not malicious as defined above. The rule does

not prohibit contact, but requires players to slide or make a reasonable attempt to avoid contact. When a defensive player blocks the base path while not in the act of fielding, obstruction shall be called according to the provisions of Rule 7.06(b). If this obstructed runner collides maliciously with the fielder, they would be ejected from the game. However, the obstructed runner could be called safe due to the obstruction according to the provisions of Rule 7.06(b).

9. CALL UPS

Any team that will be short of players for a game, may for that game, call up a player or players from the division immediately below, provided the player or players is/are registered with the same organization. See the specific age division page for call up listings. Players cannot be called up if their registered team is scheduled to play. The participation rule will apply: i.e. regardless of the number of players at the game, regular and call ups will play a minimum of 2 innings. Coaches may only call up players to fill a 12 player roster.

10. DESIGNATED HITTER (or RUNNER) AND RE-ENTRY OF PLAYERS

There may sometimes be a need, due to health reasons, to compensate for a child who is unable to run, bat, etc. The Manager should discuss this with the Convener, who will review this with the Committee and notify all Managers, so that the Committee's decision is conveyed before Games are played.

11. DESIGNATED RUNNER FOR CATCHER WITH 2 OUT

When the catcher is on base and there are two outs, then the player who became the second out of the inning may take the catcher's place on the base last occupied by the catcher. The catcher shall be defined as the player who will play catcher in the next defensive inning. This rule is intended to save time by allowing the catcher to put equipment on before taking his defensive position.

12. RAIN OUT PROCEDURE

The HOME TEAM Manager is responsible for checking his/her diamond playing condition when rain occurs. If the diamond is not suitable for play, he/she must notify the Umpire Assignor and visiting team Manager no later than TWO HOURS before game time. As well, after all players are notified, the Home Team Manager is responsible for rebooking the game within 1 week and it must be played by the last Friday (or 2 days) preceding the commencement of the Divisional Playoffs.. Home Team manager must confirm this with the Division Convener. Note: where a game is to be rescheduled, the Local Association's Umpire Assignor and Groundskeepers should be notified by the Home Team coach. (See Sec.22, Rescheduling Games)

13. EJECTIONS

When a team (with more than 9 players) has a player ejected then the ejected or injured player's spot in the batting order will be removed but not counted as an automatic out. If a team starts with 9 players and has a player injured or ejected, then they can finish with 8 but the 9th player's spot in the batting order will be an automatic out. (see #4)

Players or coaches ejected from games are subject to an additional minimum 1 game suspension. If a player or coach is ejected, umpires must submit an Ejection Report and send it to the Convener.

14. SUSPENDED GAMES - CONDUCT

An Umpire has the right to suspend a game at his/her sole discretion. This could occur when a situation arises where the Umpire is not comfortable continuing a game. This could be caused by a team and/or its supporters. In this case, the Umpire will declare the game suspended and the incident reported to the Convener who in conjunction with the EBBA Board of Directors (BOARD) will determine if the game is to be resumed at a later date or forfeited by the offending team. Managers are urged to avoid these situations as they are not conducive to the method of operation of the Program and may also lead to suspensions.

15. SUSPENSIONS

Ejection from a game for a Manager, Coach, or player will result in a one game suspension. The suspension is to be served during the next scheduled game. A second ejection will result in a three game suspension and after the third ejection, the offending party must appear before the Board to show cause why he/she should be allowed to remain in the program.

16. STANDINGS

Standings will be computed on the basis of 2 points for a win and 1 point for a tie. Ties in the standings at the end of the regular season will be broken only to determine the Pennant Winner (all Divisions except 9U) or if they affect the play-off pairings. Such ties will first be broken by, head to head outcome, if no, then runs for/against versus each other, if no, then coin toss. If more than two teams are tied, a suitable formula for breaking the tie will be put into place by the Board, in consultation with the Division Convener.

17. DOUBLE HEADERS

Double Headers will only be played under extenuating circumstances and only with the approval of the Convener.

18. SCOREBOOKS

The home team will keep the official score in their Scorebook listing all players participating in the game as well as total pitch counts for both teams. After the game, both Managers must sign the Scorebook. The Visiting Team shall be responsible for recording pitch counts for both teams and are available should the Convener request them. Any Ejections of Players, Managers, Coaches or others, are to be reported to the Convener immediately after the game. After every game, coaches MUST sign off on score/pitch count.

19. PLAYOFFS

The playoff structure for each division will be determined by the Board in consultation with the Division Conveners.

20. UNIFORMS

All players and coaches will be supplied with a full uniform (coaches wear uniform supplied) and the uniform (including league approved hats) shall be worn in all games played. Repeat failure to wear a league supplied uniform item may be cause for suspension. No open toe shoes allowed on the field.

21. EQUIPMENT

All players in all divisions with the exception of catchers will supply their own gloves. Players in all divisions shall wear athletic supporters with protective cups. Players must not voluntarily remove the helmet. Penalty first offense - warning; second offense - ejection.

BAT RULES

For 9U and 11U there are no bat restrictions or limitations.

For 13U we allow a max barrel of 2 3/4" with (i) a 1.15 BPF (Bat Performance Factor) or (ii) USA Baseball Model with BBCOR "wood like" BPF. For this division using up to a minus 10 length/weight differential is permitted.

For 15U we allow a max barrel of 2 3/4" with (i) a 1.15 BPF (Bat Performance Factor) or (ii) USA Baseball Model with BBCOR "wood like" BPF. For this division using up to a minus 5 length/weight differential is permitted.

For 18U and 20U only wood bats, bamboo bats and wood composite bats will be allowed. Wood composite bats include wood bats with fiberglass sheathing and wood barreled bats with composite handles. Wood composite bats do not include any bat that has any metallic component.

Steel cleats can only be worn at the 18U and Jr House league levels.

Game Balls - home team to supply a minimum of 2 new game balls for each regular season game and additional balls as required to complete the game.

22. RESCHEDULING OF GAMES (see Rule 12)

No team may cancel a game with less than 24 hours' notice (48 hours for Friday/Saturday/Sunday games) for any reason, except weather. Any such cancellations will result in forfeiture of the game.

The Home Team is responsible for making arrangements of all rescheduled games. This is to be completed within two weeks of the original scheduled game and it must be played by the last Friday (or 2 days) preceding the commencement of the Divisional Playoffs. The home team will offer the visiting team 3 makeup dates with only one of these being on a Saturday or Sunday, with the exception of teams that have Sunday as their home night. The offered dates will be sent to the visiting coach's and the Series Convener's e-mail.

The visiting coach/team has 72 hours from being offered to accept one of the offered dates. Failure to accept one of the dates will result in forfeiture of the game to the Home Team. The Visiting Team will accept by e-mail copying the Series Convener.

If there is a conflict with all 3 dates, then the Series Convener will make the decision to have the Home Team provide 2 more dates. (Playing multiple games in one week, Monday's following tournaments, etc. are not reasons to refuse dates)" ***Failure to do so will result in forfeiture of the game by both teams.***

Note: Where a game is to be canceled or rescheduled, the Local Association Umpire Assignor and Groundskeepers should be notified by the Home Team coach.

23. COMPLAINTS

Managers and Parents are encouraged to discuss any concerns and only if necessary contact the division Convener, who will then consult the Board before any action is taken. The following is a list of steps that need to be taken in making a complaint:

1. Wait 24 hours (cooling off period).
2. Parents with a complaint are to first contact the Manager, and then if necessary the Convener. The Manager with a complaint is to first contact the Convener.
3. Once contacted by a Parent or Manager, the Convener will attempt to contact the other party to the complaint. Convener will then explain both sides of the complaint to the Board. The Convener will advise both parties of the Board's response.

24. RULES GOVERNING PITCHING & PITCH COUNTS ALL DIVISIONS

(Exhibition Play, League Play, Play-Off's, Tournaments, and Championships)

For purposes of this rule....a pitch is a pitch thrown to a batter that results in a ball or strike... subject to the balk rule i) below. It does not include warm-up pitches. Unless otherwise agreed, the Home team will be the official scorekeeper and Visiting team, the official pitch count recorder.

The following Rules and Guidelines apply to any registered player and are inclusive of ALL appearances if the player plays in any other program or tournament.

Baseball Ontario Section P2.1 PITCHING RULES (adapted for House league play)

- a) Any player advancing to play in a higher series shall be restricted to the pitching rule of the series in which he/she is registered.
- b) In 11U games, the number of trips to the mound by manager/coach shall not be limited except when the umpire rules that the purpose of the trip is to delay the game.
- c) In 13U games, a 2nd trip by a manager/coach to the same pitcher in the same inning shall result in the pitcher's automatic removal from the pitching position.
- d) In 11U and 13U games, a pitcher once removed from pitching, regardless of the number of trips to the mound by the manager/coach, may continue in the game at another position, but shall not be permitted to return to pitch in that game.
- e) From 15U to Jr a 2nd trip by a manager/coach to the same pitcher in the same inning shall result in the pitcher's automatic removal from the pitching position.
The pitcher, once removed after the 2nd trip in an inning, may continue in the game at another position but shall not be permitted to return to pitch in that game.
- f) i.) A pitcher may not pitch more than the following limits in a calendar day. If the limit is reached while facing a batter, the pitcher may pitch to the earlier of: (i) the completion of that batter or (ii) the end of the inning.

Pitchers and managers shall follow the following guidelines:

Required Rest shall be defined in “Days” starting at 12:01 am and ending at 11:59 pm of the next calendar day.

Age	Daily Max (Pitches in Game)	Required Rest (Pitches)				
		0 Days	1 Days	2 Days	3 Days	4 Days +
11U	70	1-25	26-40	41-55	56-65	66+
13U	80	1-30	31-45	46-60	61-75	76+
15U	90	1-35	36-50	51-65	66-80	81+
18U/20U	100	1-40	41-55	56-70	71-85	86+

ii.) Combined, a pitcher may not pitch more innings than the following limits in the regular season. This applies only to the regular season.

11U 35 Innings

13U 40 Innings

15U 45 Innings

18U 60 Innings

20U Open

<http://www.sidelinesportsdoc.com/the-100-inning-rule-for-pitchers/>

g) Where a team has multiple games on the same day, if a pitcher throws more than the following limits during a game or in combination of one or more games, the pitcher may not pitch again in a subsequent game that day. (For required rest see 25(f))

11U 45 pitches

13U 55 pitches

15U 65 pitches

18U/20U 75 pitches

h) A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of that game. Any player who has played the position of catcher in four or more innings in a game is not eligible to pitch in that game. See 25(o).

i) The Visiting Team scorekeeper shall be designated the official pitch count recorder.

j) The official pitch count recorder must provide the current pitch count for any pitcher when requested by either manager or the umpire.

k) The official pitch count recorder shall inform the home plate umpire when a pitcher has

delivered his/her limit of pitches for the game.

The home plate umpire will then notify the pitcher's manager that the pitcher must be removed. Note: It is the responsibility of the manager to remove his/her pitcher when that pitcher is no longer eligible, even if the pitch count recorder and/or the umpire fail to notify the manager. (see 25(o))

- l) If a balk is called but the pitcher throws the ball it will count as a pitch thrown, even if it is not counted as a pitch for ball/strike purposes.
- m) Declared intentional walks will follow MLB rules/procedures. As such, any unthrown balls will not be included in Pitch Count totals.
- n) If a team has no remaining players eligible to pitch in a game, the opposing coach may designate a player who has yet to pitch in the game. This pitcher may not throw more than 30 pitches. If the limit is reached while facing a batter, the pitcher may pitch to the earlier of (i) the completion of that batter, or (ii) the end of the inning.
- o) Illegal pitching penalty: where a player throws more pitches than is permitted under f); or pitches without the rest required by P2.10 g); or pitches and catches in the same game in violation of h), the penalty shall be forfeiture by the player's team.

- p) A pitcher can only pitch on 3 consecutive days if his daily count is less than the following:

D1 D2 D3

11U: 20 20 30

13U: 25 25 30

15U: 30 30 30

18U: 35 35 30

For purposes of required rest any pitcher throwing on 3 consecutive days, the combined total pitches thrown will determine the number of rest days required. i.e. (18U) if a pitcher throws 35 pitches on day 1 and then 34 on day 2 and 20 (total 89) he/she would need 4 days rest and commence as of the day the last pitch was thrown. See 25(f).

- q) Pitches shall count on the calendar day on which the pitch is thrown. An exception shall be made here a game commences on one day and is played continuously past midnight. In that case, the pitches shall count as being thrown on the day on which the game commenced. In the case where a game is suspended, for whatever reason, on one day and resumed on a second day, pitches shall count on the calendar day on which the pitch is thrown (i.e. both parts of the game shall be considered on separate days). Where weather or other reasons cause the delay or postponement of a game or games, the time of the delay can count towards the nights rest required under f) and can constitute a break in the 3 consecutive day rule).
- r) The pitching limits apply to every pitcher. For an ambidextrous pitcher, the limits and restrictions apply to the pitcher and not to each individual arm. For clarity, the pitches thrown with the right arm and left arm on a calendar day are added together to determine whether a pitch limit has been reached.

s) 8.06 c) of the Official Rules of Baseball does not apply where a coach/manager goes to the mound to remove a pitcher in order not to exceed the pitch limits of P2.10 g)” Note: For this to apply, the second trip must be after the last pitch which could be thrown without exceeding the particular pitch count limit of P2.10f). For example, after the 55th pitch but before the 56th pitch at 13U.

t) A pitcher that wears a compression sleeve, must be of a solid colour, can not be white or grey.

u) Any pitcher hitting 3 batters in a game shall be removed from the mound. Additionally, if the umpire believes the pitcher is intentionally throwing at a batter (and he doesn't need to hit him for this one), the umpire can eject the pitcher or issue a warning.

MLB rules 8.02d: If, in the umpire’s judgment, the pitcher is intentionally pitching at the batter, the umpire may elect either to:

1. Expel the pitcher, or the manager and the pitcher, from the game, or
2. May warn the pitcher and the manager of both teams that another such pitch will result in the immediate expulsion of that pitcher (or a replacement) and the manager.

In addition an umpire may remove a pitcher at any time should he/she feel that a pitcher is not in control to such an extent that batters are in jeopardy.

25. LIGHTNING SAFETY RULE

When thunder roars, go indoors! As soon as thunder is heard, the potential to be struck by lightning is present. Baseball Ontario mandates that at the first sound of thunder, play is to be suspended and all participants are to seek shelter until 30 minutes after the last sound of thunder. See <http://www.baseballontario.com/Admin>

26. BENCH RESTRICTION RULE

In 2016, Baseball Ontario introduced a new tool for umpires to assist with game management - the bench restriction. This rule allows an umpire to restrict a coach or manager to their bench for the remainder of The game when they commit minor violations. See

http://www.baseballontario.com/filestore/htmleditattachedfiles/bench_restriction_rule_2016-03-08t09-22-03v001_by_292.pdf

27. ELECTRONIC DEVICES

The use and possession of electronic devices on the playing field is now prohibited by all participants. This includes the following devices:

- Mobile phones
- PDA
- Pagers
- Tablets
- Laptops

Penalty: Players, coaches, and managers will be instructed by the umpire to immediately remove them from the field of play. Failure to do so will result in ejection. Umpires who use electronic devices on the field during the game are subject to suspension. Exception: Dedicated watches, stopwatches and electronic pitch counters/indicators are permitted.

Important Note: It is critical for the safety of all participants that everyone is focused on the field of play while the game is in progress. The use of electronic devices during a game is distracting and dangerous. Even between innings, it is still unsafe to lose focus and become distracted. The intent of this rule is to keep everyone safe.

28. CONVENERS LAST SAY

In the event that something arises that is not addressed in the above or there is a question of interpretation of any of the Rules, the Convener of the division has the last say, and if necessary, will forward a report to the Board for future rule clarification or change.