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Fair Play Policy

Guelph Minor Baseball Association has adopted the Fair Play Policy of The Guelph Sports Advisory Council. To view these policies in its entirety then visit their website at www.sacguelph.com . Here is an excerpt from the fair play policy to give you a basic understanding of the policy.

The basic objectives of the program are:

- a) To foster and enhance mutual respect, understanding and the principles of good sportsmanship and fair play.
- b) To promote safety and respect; ensure fun, enjoyment and good competition at any sporting event.
- c) The elimination of behaviour and actions that detract from a positive environment in which games should take place.
- d) Any forms of abuse and/or harassment during sporting events will not be tolerated.
- e) All negative actions will be dealt with and disciplinary actions will be administered.

Police Record Checks

For certain positions within minor sport associations, for both volunteer and paid personnel, a Police Record Check will be required as an important but not exclusive element of the screening process.

In general, individuals with past Criminal Code convictions, ten years old or more recent, or charges pending for certain offences, will not be accepted for a direct service position with vulnerable clients. These offences include, but are not limited to, the following:

- Physical assault
- Sexual assault
- Invitation to sexual touching
- Sexual interference
- Indictable criminal offences for youth abuse
- Any weapons offence
- Conviction under controlled drugs and substance act (previously known as Narcotic Controlled Act)
- Any Court Order forbidding the individual to have contact with children under the age of 14
- Convictions or charges pending for any violent offence
- Convictions or charges pending for criminal driving offences, including but not limited to impaired driving
- Criminal harassment

Applicants may also be rejected as a result of other information gained during the police record check process or through the screening process as a whole, or as a consequence of other factors which are directly relevant to the requirements of the position, and to the ability of the applicant to carry out his/her duties in an effective, safe manner.

The applicant has the right to know why he or she is being refused, and may appeal to an appeal panel in writing for a review of their record.

R-Zone Policy

Starting in 2008, the City of Guelph has implemented the R-Zone Policy, **RESPECT AND RESPONSIBILITY**. This policy and procedure applies to all staff and all persons using recreation, parks and culture programs, facilities and properties, including but not limited to patrons, guests, spectators, fans, coaches, players, parents, volunteers, staff and the general public. The policy covers structured (i.e. permit issued) and unstructured (i.e. no permit issued) activities.

Inappropriate or violent behaviour for the purpose of this procedure includes, but is not limited to, the following:

- a) Verbal assaults directed at any person, including but not limited to, participants, officials, members of the public or City staff, which are aggressive or intimidating or have the potential of inciting violence;
- b) Threats and/or attempts to intimidate;
- c) Throwing of articles in a deliberate or aggressive manner;
- d) Aggressive approaches to another individual (physical/verbal assault);
- e) Actual or attempted physical striking of another person
- f) Attempts to goad or incite violence in others;
- g) Theft of property;
- h) Possession of weapons;
- i) Vandalism to buildings, structures or property owned or leased through the City
- j) Refusal to follow permit details, this policy and procedure and other related City Policies/Procedures
- k) Racial or ethnic slurs;
- l) Intoxication or being under the influence of alcohol or drugs;
- m) Harassment (“engaging in a course of vexatious comment or conduct that is known or ought reasonably to be known to be unwelcome” as defined by the Ontario Human Rights Code);
- n) Contravention of City by-laws or policies.
- o) Criminal behaviour of any kind whatsoever

GMBA will adhere to the policy as outlined. Any member found to be abusing this policy will be dealt with by the Grievance Committee.

A. Conduct

1. A Player or Coach who is ejected shall completely leave the vicinity of the ballpark, or be under the control of parent/guardian, plus mandatory suspension of next attended game. In such case, the Umpire shall submit a full report to the Umpire Supervisor who will report to the House League Chair and the Grievance Committee. If the Committee deems further action necessary, it may so act.
2. Suspension of Players and Coaches: A player or coach shall be suspended by the GMBA Grievance Committee for one (1) game or more for any of the following infractions substantiated as having been committed during or immediately before or after any game.
 - a) Using profane and/or obscene language.
 - b) Consumption of alcohol is **prohibited by law in all parks and school properties.**
 - c) Consumption of tobacco products near player's bench or on the playing field.
 - d) Showing disrespect towards game officials or GMBA Board of Directors personnel.
 - e) Destruction or abuse of property belonging to GMBA and/or others (includes the throwing of bats or helmets).
 - f) Unsportsmanlike conduct on or off the playing field.
 - g) Theft of property belonging to GMBA and/or others.
3. The individual concerned shall have the right to submit an appeal to the Grievance Committee through the House League Chair whenever a suspension is more than two (2) games. The decision of the Grievance Committee on any such appeal is final and binding.
4. The first ejection is a minimum suspension of next attended game. The second ejection is a minimum suspension of the next two (2)-attended games. A third ejection is to be reviewed by the Grievance Committee. This applies to both players and coaches.

B. General Rules

1. All players used in a game must be members of Guelph Minor Baseball Association, Inc., duly registered by the Registration Chairperson with their names on file with the Division Convener. Penalty: Forfeit
2. All players must be in GMBA house league uniform, which includes a hat. If a sponsor supplies their sponsored team with hats they may be worn as long as the whole team wears the same hat. No shorts are to be worn during any game.
3. No one can play up unless as a call-up. Players may play down one (1) only with a valid medical reason or special need. This request must be made in writing to the Board of Directors of GMBA.
4. Starting at bantam, girls may have the option to play down one (1) division level in House League.
5. All divisions are gender neutral.
6. Player / Parent Requests:

Rally Cap to Minor Rookie:

Requests made by parents / players will be honoured by the Division Convener if possible. Division Conveners will make every attempt to satisfy requests, however there are no guarantees that all requests will be met. If a request is not able to be honoured, the decision of the Division Convener is final and will not be changed.

Rookie to Midget:

No requests will be honoured in these divisions unless provided in detail, in writing, to the Division Convener and the House League Committee. The Division Convener and House League Committee will then evaluate the request for its merits and decide if it can be honoured. This does not guarantee a request will be met, only that it will now be considered. If a request is not able to be satisfied, the decision of the Division Convener and House League Committee is final. (added February 2011)

7. The minimum number of players for one team in a game is eight (8). It is an automatic forfeit if less than eight players are available to play no later than 15 minutes after the scheduled game time. (The game must still be played for the benefit of the players; e.g., coaches should be encouraged to loan players to the team in default.)
8. If a coach is aware that he/she will not have enough players to field a team, he / she may request call ups from their pre-assigned "farm team" from the division immediately below. This farm team is assigned during the initial coaches meeting at the beginning of each season. A complete contact list of coaches is published at the beginning of the season and includes phone numbers and email addresses for each head coach. Coaches are responsible for ensuring each child interested in playing as a call-up receives an opportunity to do so. Coaches may only contact the head coach from their farm team for a call-up and may not contact the players directly. If a coach does not return repeated requests for a call-up, the coach is to contact their division convener immediately for resolution. (added February 2011)

9. Players called up from a lower division must play a minimum of two innings defensively and cannot play more than the regular players. **Callups cannot pitch.** They must bat in continuous order of the entire team. A player who is called up must be played and cannot be taken out of the game except for injury.

(amended April 2014)

10. Batting order will include all team members present at the game. Batting will be in continuous order throughout the game, unless a player is hurt or leaves, that spot vacated by the player will not result in an out. If a batter must be removed from the game the last out will come to bat and assume the existing count.

11. A player that arrives after the start of the game, who is in the batting order for the game, may bat in his/her position as long as his/her turn at bat has not yet occurred. Otherwise, no matter at what time the player arrives; he/she will be placed at the bottom of the batting order.

12. No player shall sit on the bench for two innings in one game until every player has sat at least one inning on the bench. Similarly, no player shall sit on the bench for three innings in one game until every player has sat on the bench for two innings, etc... Exceptions to this rule are medical reasons, injuries, divisional pitching rules and discipline with approval of Convenor.

13. If a pitcher (Mosquito division and up) hits 2 batters in a game, this pitcher must be removed from the mound immediately and cannot pitch again in that game. He/she can continue to play the game at any other position.

14. With two (2) out, a substitute runner may be provided for a catcher on base. The designated runner must be the last out.

15. CONTACT RULE - Runners are instructed to slide or attempt to avoid making contact with a defensive player. A player who maliciously runs into another player is to be declared out (unless he/she has scored prior to committing the infraction) and is to be automatically ejected (whether or not declared out).

Contact shall be considered malicious if:

- a) the contact is the result of intentional excessive force, and/or
- b) there is intent to injure.

Any unnecessary body contact shall be looked upon as an attempt to injure and will mean ejection from the game with possible further ejections.

Malicious contact is to be penalized whether committed by an offensive or defensive player. The umpire shall determine whether contact was avoidable or unavoidable - whether the runner was trying to reach the base/plate or attempting to dislodge the ball from the fielder. If the runner a) could have avoided the fielder and reached the base or b) attempted to dislodge the ball, the runner is out even if the fielder loses possession of the ball. The ball is dead and all other runners shall return to the last base legally occupied by them at the time of the contact. If the fielder blocks the base path, the runner may make contact, slide into or collide with the fielder as long as the runner is making a legitimate attempt to reach the base/plate. If the collision is flagrant, the runner is called out and ejected. The ball is declared dead. If the defensive player blocked the base path clearly without possession of the ball, obstruction shall be called. The runner is safe and a delayed dead ball is called. If the runner collides flagrantly, he/she shall be declared safe due to obstruction but shall be ejected. The ball is dead.

Penalty: Automatic ejection from game plus 1 game. Further disciplinary action will be at the discretion of the HL chair and Umpire Supervisor.

16. No inning may start after two (2) hours from the time of the first pitch, as indicated by the home plate umpire. A new inning starts when the last out in the previous inning has been made. The umpire's watch is the official game time.

17. All house league games (Pre-Minor Rookie to Midget) will be seven (7) innings in length. An official game is four (4) innings, or 3 ½ innings if the home team is winning.

18. The home team will provide all baseballs for a game. From Minor Mosquito to Peewee, one new ball and one good used ball will be provided by the home team. For Bantam and Midget/Juvenile two new balls and two good used balls will be provided by the home team.

19. The home team coaching staff is responsible for laying out the diamond.

20. The home team is responsible for reporting the score and highlights to the divisional convener by the time they specify. Failure to report scores may result in forfeit at the discretion of the convener.

21. The home team coach will notify the convener in the case of a rained out game. The convener will arrange for the location and the date for the makeup as well as arrange for umpires as required and will notify the coaches involved.

22. To determine league standings, two points are awarded for a win, one for a tie, and no point for a loss. If there is a tie at the end of a regular season game it will remain a tie.

23. All infield practice will cease five (5) minutes before game time. The umpire will review the ground rules five minutes before the scheduled game time at home plate. The umpire has control of the game at that point.

24. If no umpires are available at game time, every effort should be made to obtain volunteers from the spectators or the coaching staffs. In the absence of umpire safety equipment, the home plate umpire will assume the position behind the pitcher's mound.

25. If any GMBA umpire assigned to a game hears thunder during a game, the Home Plate umpire will immediately end the game. In leagues that do not have an assigned GMBA umpire, the home team coach is required to end the game if he or she hears thunder.

26. If the umpire stops a game during an inning, the score will revert back to the score at the end of the last completed inning.

27. Coaches will not argue with the umpires. Coaches may ask for a rule interpretation. They may not question a judgment call. Violation of this rule results in immediate ejection. Disciplinary action resulting from violation of this rule will be handled by the grievance committee.

28. Players and coaches abusing equipment will be ejected from the game. Umpires are instructed to eject anyone (spectator or participant) for emotional outbursts that involve abuse of equipment.

29. Approved baseball batting helmets are mandatory while batting and running the bases. Chin straps must be worn under the chin – exception – Midget/Juvenile. If a player removes their helmet deliberately while acting as a runner, while the ball is in play, the runner will be called out.
30. Metal cleats are not allowed in house league.
31. Any person warming up a pitcher on or near the playing field before or during a game or practice must wear an approved catcher's mask.
32. T- Ball and Up: All players must wear a cup (or Jill) and cup type supporter during the game.
33. Jewellery shall not be worn during practices or games. Exceptions to this rule are Medic Alert bracelets, Medic Alert necklaces and stud earrings.
34. GMBA will not be responsible for broken, lost or stolen equipment not owned by GMBA
35. The equipment manager will announce 4 equipment return dates at the end of the season. Head coaches are expected to return their equipment or make arrangements to have someone else return the equipment during one of the four (4) sessions. Penalty: The head coach will become a member "not in good standing" with GMBA.

C. PROTESTS

1. There will be no protesting of any T-Ball or Pre-Rookie game. All umpiring decisions are final, including Championships.

2. Championships (Rookie Ball and up): All disputes will be resolved before the next game involving the affected teams.

3. Handling a protest:

- A team wishing to protest an incident or ruling occurring during a game shall immediately upon the occurrence thereof notify the home plate Umpire of the nature of the protest. The Umpire shall then notify the opposing manager that the game is being played under protest.
- The protesting team shall file a written protest signed by the manager or coach with the Convenor not later than 48 hours after the conclusion of the game. The written protest shall be hand delivered or sent by registered mail. A deposit of \$50.00 shall accompany all protests. This deposit will be refunded if the protest is upheld. The person (team) protesting shall, at the same time, send a copy of the protest to the manager or coach of the team protested against.
- The person or team manager or coach protested against may file a written reply with the chairperson of the Grievance Committee not later than 36 hours (exclusive of calendar Saturdays, Sundays or statutory holidays) after the receipt of the copy of the protest.
- In the case of protest over an Umpire's misinterpretation of the rules, the misinterpretation shall, if possible, be rectified on the field. If not, protest may be submitted as above.
- If a suspension is involved, or the matter grave enough, the person concerned will be requested to attend the GMBA Grievance Committee meeting.
- If, in the opinion of the Grievance Committee, an appeal or protest is based on personal differences as opposed to compliance with the GMBA rules, it shall be rejected immediately, and the ruling will revert to that of the Umpire-In-Chief.
- The Grievance Committee will meet and hand down a decision within 7 days of the original protest.

D. HOUSE LEAGUE DIVISION RULES

Rally Cap: Initiation

These rules are in addition to the General Rules

1. This program has been designed specifically as an introduction to baseball for three (3), four (4) and five (5) year old boys and girls.
2. Players participate in a combined practice/game structure while progressing through 6 skill levels. At each level, the player earns a specific Rally Cap: white, grey, black, green, blue and red. Each level covers 5 different areas – Throwing, Receiving, Hitting, Base Running and General Baseball Knowledge.
3. Each session will last approximately 75 minutes, with 3 teams sharing the diamond.
4. No formal positions.
5. No scores are kept.
6. No umpires.
7. Each session will last 75 minutes starting with 15 minutes of training for all the teams, 20 minutes at Station 1 (Offence), 20 minutes at Station 2 (Defense) and 20 minutes at Station 3 (Drills).
8. After each half inning played (one team has batted) the teams will rotate. The rotation will be as follows: Team on 1st base dugout side moves to 3rd base dugout – Team on 3rd base dugout moves to the outfield – the outfield group moves to the 1st base dugout.
9. All players will come to bat during their team's ½ inning. The ½ inning will end when all players have completed their turn.
10. Each hitter will have a maximum of 5 baseballs. If the 5th ball is not hit, a coach will roll the ball to allow the hitter to run the base paths and to allow the defense to field the ball and make plays.
11. There are no walks, no strikeouts, no base stealing and runners can advance only on batted balls.
12. When the last hitter hits the ball, the ball must be thrown to home plate in order to get the hitter out.
13. Work towards learning the fundamental skills of baseball by following the practice plans outlined in the Rally Cap: Initiation Program provided to each coach
14. During the season, teams will be working on the 5 FUNdamentals of baseball. Two (2) Official Rally Cap Days will occur, on the 5th and 10th week of the season. During these events, players will have an opportunity to perform different tasks they have learned in order to earn a coloured Baseball Canada Rally Cap.

15. During the Rally Cap event, a player must succeed at each task at a particular level before he/she will be awarded an appropriate coloured hat. Successful completion of a task is at the sole discretion of the Rally Cap Evaluators who are running the event and administering the different tasks.
16. Fun is to be stressed at all times

Rally Cap: T-Ball

These rules are in addition to the General Rules

1. This league is for six year old boys and girls.

Pre-Minor Rookie

These rules are in addition to the General Rules

1. This league is for seven-year-old boys and girls.
2. All games will be played as long as each team has a minimum of six (6) players.
3. There will be no scores kept.
4. All players shall play a defensive position during each inning (6 infielders and remaining players' outfield).
5. No player is allowed to play in the same defensive position more than once in a game. Each player must play in the infield for a minimum of two innings.
6. One coach is allowed in the outfield during their defensive half of the inning. The coach cannot physically assist players or affect the play. If he does the situation will be treated as spectator interference.
7. Outfielders must play a minimum of ten feet behind the baselines.
8. A ball is dead when any infielder attempts to throw the ball to the pitcher.
9. Rolling of the ball is not allowed. The ball must be thrown to another defensive player. Penalty – Runner is safe on the play.
10. The dead ball line is an imaginary line that extends from the tip of the plate 15 ft down the first base line and runs in an arc from there to a spot 15 ft from the tip of the plate down third base line.
11. Defensive players are not allowed to cross the dead ball line before the ball is hit.
12. The catcher is the only player permitted to make a play at home plate including last batter. Penalty – run scores.
13. **Pre-Rookie:** The pitching machine is placed directly in line with the home plate at a distance of 42.5'
14. A 9 foot diameter safety circle shall be marked off around the pitching machine. No player is permitted to break the plane of the safety circle, which is considered a dead ball area. Break the plane means that any part of the body enters the safety circle.
15. The pitching machine speed will be set at the beginning of the game. The speed of the pitching machine can only be adjusted at the beginning of a new inning. The coach may adjust the height for each batter anytime. **Pre-Rookie:** Pitching machine speed approximately 25– 30 mph.
16. The (defensive) pitcher must stand beside the pitching machine, outside of the safety circle and behind the release point of the pitching machine. Lines shall be drawn from the release point to 4

feet beyond the circle. The pitcher must have both feet on the line until the ball is released from the machine.

17. If any player enters into the safety circle and touches a batted ball, the ball is dead, the batter/runner is awarded first base, and other runners will advance if forced.
18. If a batted ball hits the pitching machine or the machine operator, or lands within the "safety circle", then the ball will be deemed a dead ball and the batter/runner will be awarded 1st base and other runners will be advanced only if forced.
19. The coach feeding the machine must not interfere with any play being made by the defensive team. Otherwise, the batter will be called out and the runners will be returned to their base of origin. In the case of the third out, the side is retired.
20. If a thrown ball lands and stops inside the safety circle, the umpire will stop play and assign runners to a base. The decision will be governed by the runner's location when the play is stopped. More than half way between bases the runner is allowed to proceed to the next base as long as it is not already occupied by a runner not being awarded the next further base.
21. Six (6) players will bat each inning. Teams will start at the top of the batting order in the 1st inning, 7th batter in the second, etc. Teams will rotate through the set line-up. The last batter will be the 6th batter to come to the plate.
22. There is no base on balls; no lead offs or stealing. Runners must remain on the base until the ball is hit.
23. Batter must take a full swing. No bunting is allowed. Penalty: Batter is out
24. The Umpire or catcher will collect un-hit ball(s) and must deposit them into the container. Unpitched, dead or foul balls must be kept in a container.
25. There will be no last batter such as in T-Ball. All that is needed to end inning will be any force out, at any base ahead of any runner, or a caught fly ball. All players crossing home plate before the out is made score. On the last batter only, if a ball hit in fair territory goes out of bounds in any way, all runs score.
26. The pitcher, batter and base runners must wear baseball helmets strapped properly.
27. Thrown bats will result in the batter being called out; play is dead, no runners advance.
28. Infield fly rule does not apply.

Rookie

These rules are in addition to the General Rules

1. **Minor:** This league is for eight year-old boys and girls.
Rookie: This league is for nine year-old boys and girls.
2. Mercy Rule: In all games, except for the seventh or declared last inning, a team's turn at bat will terminate with the occurrence of three (3) outs or the scoring of five (5) runs.
3. **Minor:** The pitching machine is placed directly in line with the home plate at a distance of 42'5"
Rookie: The pitching machine is placed directly in line with the home plate at a distance of 44'
4. A 9 foot diameter safety circle shall be marked off around the pitching machine. No player is permitted to break the plane of the safety circle, which is considered a dead ball area. Break the plane means that any part of the body enters the safety circle.
5. The pitching machine speed will be set at the beginning of the game. The speed of the pitching machine can only be adjusted at the beginning of a new inning. The coach may adjust the height for each batter anytime.
Minor: Pitching machine speed approximately 30 – 35 mph
Rookie: Pitching machine speed approximately 35 – 40 mph.
6. The (defensive) pitcher must stand beside the pitching machine, outside of the safety circle and behind the release point of the pitching machine. Lines shall be drawn from the release point to 4 feet beyond the circle. The pitcher must have both feet on the line until the ball is released from the machine.
7. If any player enters into the safety circle and touches a batted ball, the ball is dead, the batter/runner is awarded first base, and other runners will advance if forced.
8. Each team shall have 6 infield positions, 4 outfield positions and must be in their natural positions with all outfielders a minimum 20 feet behind the natural base path.
9. Each player shall play a minimum of one inning in the infield and one inning in the outfield by the end of an official game.
10. The pitcher, batter and base runners must wear regulation baseball helmets strapped properly. Catchers wear full regulation catching equipment.
11. **Minor:** Seven (7) balls may be used and kept in a bucket at the pitching machine. The catcher will collect un-hit ball(s) and must deposit them into the container. Unpitched, dead or foul balls must be kept in a container.
Rookie: Only 1 ball is allowed in the playing area during the play of the game. The Catcher must throw the ball back to pitcher (cannot roll ball or carry).
12. Leadoffs and base stealing are not allowed. The base runner may leave the base when the batter makes contact with the baseball. If the base runner leaves the base before the batter makes contact with the baseball or leads off for any other reason, the umpire shall warn the offending

coach. Each team is allowed one warning, with any further violations by that team resulting in the runner being declared out.

13. **Minor:** May to June 15 Each batter shall receive a maximum of seven “hittable” pitches (strike zone). If the last pitch is ruled a foul ball then the batter is allowed to receive another pitch. June 16 to Championships - Each batter shall receive a maximum of five “hittable” pitches (strike zone). If the last pitch is ruled a foul ball then the batter is allowed to receive another pitch.
Rookie: Each batter shall receive a maximum of five “hittable” pitches (strike zone). If the last pitch is ruled a foul ball then the batter is allowed to receive another pitch.
14. Batters cannot walk or bunt (a bunt is an automatic out). There are no passed balls or wild pitches.
15. If a batted ball hits the pitching machine or the machine operator, or lands within the “safety circle”, then the ball will be deemed a dead ball and the batter/runner will be awarded 1st base and other runners will be advanced only if forced.
16. The coach feeding the machine must not interfere with any play being made by the defensive team. Otherwise, the batter will be called out and the runners will be returned to their base of origin. In the case of the third out, the side is retired.
17. If a thrown ball lands and stops inside the safety circle, the umpire will stop play and assign runners to a base. The decision will be governed by the runner’s location when the play is stopped. More than half way between bases the runner is allowed to proceed to the next base as long as it is not already occupied by a runner not being awarded the next further base.
18. The infield fly rule does not apply.
19. Play ends the moment an infielder makes a throw to the pitcher (regardless of whether the subsequent attempt to catch the throw is successful). On an outfielder’s throw, time will be called when the pitcher has possession of the ball and is standing on either of the hash marks. The pitcher must be in the defensive pitcher position. Runners are placed based on the judgment of the umpire.
20. If for any reason, a pitching machine is not available for the game or it becomes disabled during the game, then a coach will pitch in place of the machine.

Mosquito

These rules are in addition to the General Rules.

1. **Minor:** This league is for ten-year-old boys and girls.
Mosquito: This league is for eleven-year-old boys and girls.
2. Mercy Rule: In all games, except for the seventh or declared last inning, a team's turn at bat will terminate with the occurrence of three (3) outs or the scoring of five (5) runs.
3. Baseball rules apply with the following exceptions:
 - a. There are no balks (because of the no lead off rule); however, deliberate deception of the runner is not allowed.
 - b. Batter cannot run on a dropped third strike.
 - c. No more than five- (5) warm-up pitches between innings.
 - d. The infield fly rule does not apply.
4. **Minor:** The base runner(s) may not lead off or steal bases. A lead off is defined as leaving the base prior to the ball crossing the plate. On any violation, the ball is immediately dead and all runners must return to their original base. At the first occurrence, the umpire will call "Time" and return all runners. The umpire will then issue a warning to the offensive team that any subsequent lead off will result in the player being called out. On the second or any subsequent infraction, the umpire will call "Time" declare the offending runner out, and return the other runners to their base. Umpires may remind coaches during ground rules, but this reminder is not an official warning. If a runner does lead off, the offending team will still receive a warning.

Mosquito: The base runner(s) cannot lead off or attempt to steal until the pitch has crossed the plate. The base runner(s) are only allowed to steal 3rd base and home. Base Runner(s) are NOT allowed to steal 2nd base. Runners caught trying to steal 2nd will be called out.

5. Each player shall play a minimum of one inning in the infield and one inning in the outfield by the end of an official game. No player shall sit twice in a game, before all players have sat once. The **only** exception to this rule is injury.
6. A Mosquito pitcher is allowed to pitch only two (2) innings. These must be consecutive innings. For this rule an inning is considered the delivery of one (1) pitch to a batter. Once a pitcher is removed he/she may not pitch again in that game.
7. Catchers can only catch two (2) innings in a game. The innings do not have to be consecutive.
8. The strike zone will be from the top of the shoulders to halfway between the ankles and knees and two (2) inches either side of the plate.
9. A manager/coach shall be allowed an unlimited number of trips to the mound without having to remove the pitcher. The umpire may limit such trips if, in the umpire's view, the coach or manager's intent is to delay the game.

Peewee

These rules are in addition to the General Rules.

1. This league is for twelve and thirteen-year-old boys and girls. Bantam aged girls are permitted to play in the Peewee division.
2. Mercy Rule: In all games, except for the seventh or declared last inning, a team's turn at bat will terminate with the occurrence of three (3) outs or the scoring of five (5) runs.
3. Each player shall play a minimum of one inning in the infield and one inning in the outfield by the end of an official game. No player shall sit twice in a game, before all players have sat once. The **only** exception to this rule is injury.
4. A Peewee pitcher is allowed to pitch only three (3) innings. These must be consecutive innings. For this rule an inning is considered the delivery of one (1) pitch to a batter. Once a pitcher is removed he/she may not pitch again in that game.
5. Catchers can only catch four (4) innings in a game. The innings do not have to be consecutive.
6. No more than 5 warm-up pitches between innings.
7. A manager/coach shall be allowed an unlimited number of trips to the mound without having to remove the pitcher. The umpire may limit such trips if, in the umpire's view, the coach or manager's intent is to delay the game.
8. Official baseball rules apply unless otherwise noted.

Bantam

These rules are in addition to the General Rules.

1. This league is for fourteen and fifteen-year-old boys and girls. Midget aged girls (sixteen and seventeen-years-old) are permitted to play in the Bantam division.
2. Each player shall play a minimum of one inning in the infield and one inning in the outfield by the end of an official game. No player shall sit twice in a game, before all players have sat once. The **only** exception to this rule is injury.
3. The pitcher is allowed to pitch only three (3) innings. These must be consecutive innings. For this rule an inning is considered the delivery of one (1) pitch to a batter. Once a pitcher is removed he/she may not pitch again in that game.
4. No more than 5 warm-up pitches between innings.
5. Mercy Rule: In all games, except for the seventh or declared last inning, a team's turn at bat will terminate with the occurrence of three (3) outs or the scoring of five (5) runs.
6. Metal bats are permitted.
7. Official baseball rules apply unless otherwise noted.

Midget

These rules are in addition to the General Rules.

1. The Midget league is for 16 to 21 year old boys and girls.
2. Each player shall play a minimum of one inning in the infield and one inning in the outfield by the end of an official game. No player shall sit twice in a game, before all players have sat once. The **only** exception to this rule is injury.
3. Chinstraps on helmets are not mandatory.
4. The pitcher is allowed to pitch a maximum of four (4) innings. These must be consecutive innings. For this rule an inning is considered the delivery of one (1) pitch to a batter. Once a pitcher is removed he/she may not pitch again in that game.
5. Mercy Rule: A team leading by ten (10) runs or more after five (5) complete innings shall be declared the winner. In all games, except for the seventh or declared last inning, a team's turn at bat will terminate with the occurrence of three (3) outs or the scoring of five (5) runs.
6. No bat shall exceed a differential of three between the bat length and the bat weight. Metal bats are permitted.
7. Official baseball rules apply unless otherwise noted.

E. HOUSE LEAGUE CHAMPIONSHIP WEEKS

There will be no playoffs for Rally Cap through Pre-rookie. End of season will be a single final game with trophies to be handed out will be played during the Championship Week(s).

Playoff formats in all divisions from Minor Rookie up to and including Midget will be as follows:

- a.) The play-off format will be a Double Elimination tournament style.
- b.) The seeding of teams and the play-off schedule will be determined by the Houseleague Committee.

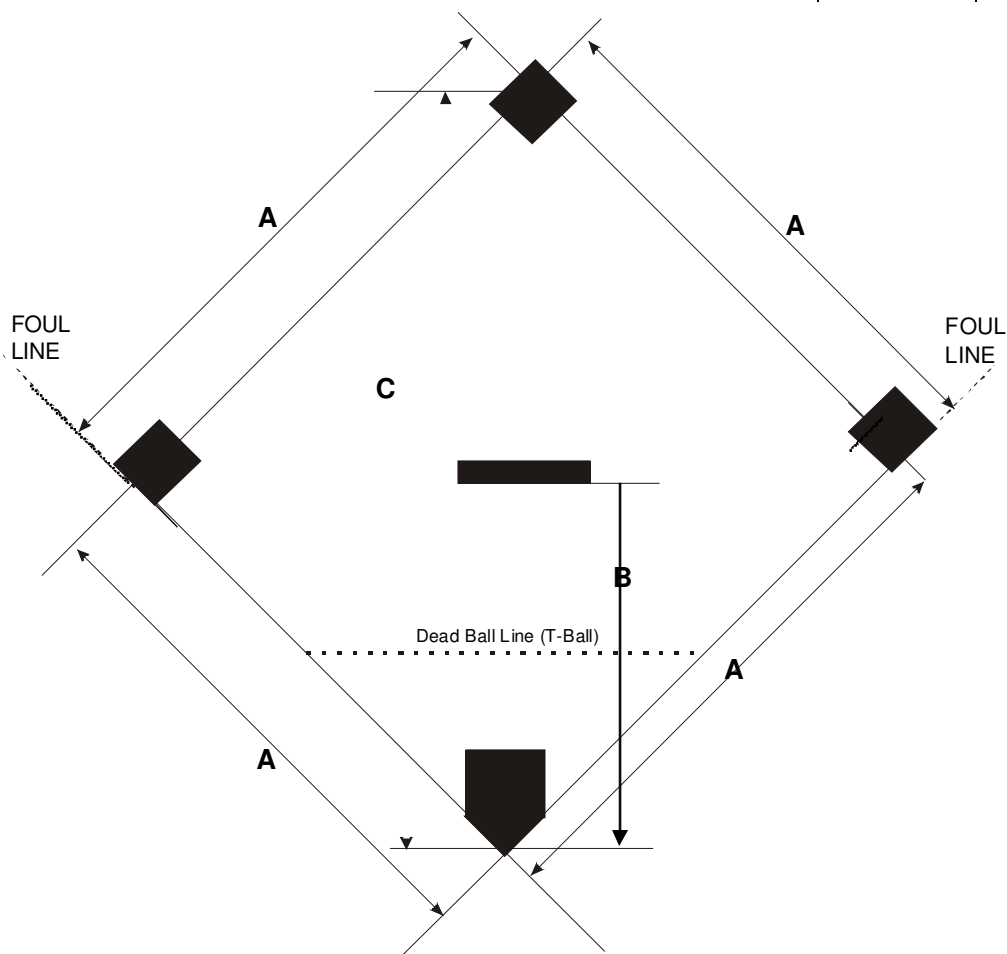
Championship Week will be played as scheduled by the House League Committee and Diamond Assignor:

Week 1 - Minor Rookie, Minor Mosquito, Pee Wee

Week 2 - Rookie, Mosquito, Bantam and Midget

F. PLAYING FIELD DIMENSIONS

Division	'A'	'B'	'C'
T-Ball	50'	35'4"	70'9"
Pre-Rookie & Minor Rookie	60'	42'5"	84'10"
Rookie & Mosquito	65'	44'	92'2"
Minor Mosquito	65'	40'	92'2"
Peewee	75'	50'	106'4"
Bantam House League	82'	55'	116'2"
Bantam House League at Larry Pearson	90'	55'	127'3"
Midget	90'	60'6"	127'3"



G. DIAMOND SPECIFIC GROUND RULES

Joe Kaine

If a ball is hit into the trees on top of the hill in left field, either on the fly or on the ground, it is a homerun.

Riverside E3

If a ball is hit onto the roadway in right field in the air, it is a homerun.

If a ball is hit onto the roadway in right field on the ground, fielders are to raise their hands. Fielders are NOT to play the ball until the umpire has told them to. When the fielder raises their hand, the umpire will go out and confirm that the ball is actually in the designated area. Once the umpire has confirmed this, the ball will be declared dead and the runner(s) awarded two (2) bases from the time of the pitch.

If a fielder plays or attempts to play the ball before the umpire has told them to, the ball is live and in play.

The ball remains live until the umpire declares it dead.

Riverside E4

If a ball is hit into the bushes in left or centre field in the air, it is a homerun.

If a ball is hit into the bushes in left or centre field on the ground, fielders are to raise their hands. Fielders are NOT to play the ball until the umpire has told them to. When the fielder raises their hand, the umpire will go out and confirm that the ball is actually in the designated area. Once the umpire has confirmed this, the ball will be declared dead and the runner(s) awarded two (2) bases from the time of the pitch.

If a fielder plays or attempts to play the ball before the umpire has told them to, the ball is live and in play.

The ball remains live until the umpire declares it dead.

St. James

If a ball is hit into the large trees in right field in the air, or over the fence in left field in the air, it is a homerun.

If a ball is hit into the large trees in right field on the ground, fielders are to raise their hands. Fielders are NOT to play the ball until the umpire has told them to. When the fielder raises their hand, the umpire will go out and confirm that the ball is actually in the designated area. Once the umpire has confirmed this, the ball will be declared dead and the runner(s) awarded two (2) bases from the time of the pitch.

If a fielder plays or attempts to play the ball before the umpire has told them to, the ball is live and in play.

The ball remains live until the umpire declares it dead.

If a ball is hit under the fence in left field, or bounces over the fence in left field, the ball will be declared dead and the runner(s) will be awarded two (2) bases from the time of the pitch.

If a ball is hit into the small trees or thick bushes in left-centre and centre field, fielders are to raise their hands. Fielders are NOT to play the ball until the umpire has told them to. When the fielder raises their hand, the umpire will go out and confirm that the ball is actually in the designated area. Once the umpire has confirmed this, the ball will be declared dead and the runner(s) awarded two (2) bases from the time of the pitch.

If a fielder plays or attempts to play the ball before the umpire has told them to, the ball is live and in play.

The ball remains live until the umpire declares it dead.

University Village

If a ball is hit into the long grass in right or centre field in the air, it is a homerun.

If a ball is hit into the long grass in right or centre field on the ground, fielders are to raise their hands. Fielders are NOT to play the ball until the umpire has told them to. When the fielder raises their hand, the umpire will go out and confirm that the ball is actually in the designated area. Once the umpire has confirmed this, the ball will be declared dead and the runner(s) awarded two (2) bases from the time of the pitch.

If a fielder plays or attempts to play the ball before the umpire has told them to, the ball is live and in play.

The ball remains live until the umpire declares it dead.

York Rd.

If a ball is hit into the long grass in left or centre field in the air, it is a homerun.

If a ball is hit into the long grass in left or centre field on the ground or bouncing, fielders are to raise their hands. Fielders are NOT to play the ball until the umpire has told them to. When the fielder raises their hand, the umpire will go out and confirm that the ball is actually in the designated area. Once the umpire has confirmed this, the ball will be declared dead and the runner(s) awarded two (2) bases from the time of the pitch.

If a fielder plays or attempts to play the ball before the umpire has told them to, the ball is live and in play.

The ball remains live until the umpire declares it dead.

H. DEFINITION OF TERMS

(All definitions are listed alphabetically)

ADJUDGED is a judgment decision by the umpire.

An APPEAL is the act of a fielder in claiming violation of the rules by the offensive team.

A BALK is an illegal act by the pitcher with a runner or runners on base, entitling all runners to advance one base.

A BALL is a pitch, which does not enter the strike zone in flight and is not struck at by the batter.

If the pitch touches the ground and bounces through the strike zone it is a "ball". If such a pitch touches the batter, he shall be awarded first base. If the batter swings at such a pitch after two strikes, the ball cannot be caught, for the purpose of Rule 6.05(c) and 6.09(b). If the batter hits such a pitch, the ensuing action shall be the same as if he hit the ball in flight.

A BASE is one of four points which must be touched by a runner in order to score a run; more usually applied to the canvas bags and the rubber plate which mark the base points.

A BASE COACH is a team member in uniform who is stationed in the coach's box at first or third base to direct the batter and the runners.

A BASE ON BALLS is an award of first base granted to a batter, who, during his time at bat, receives four pitches outside the strike zone.

A BATTER is an offensive player who takes his position in the batter's box.

BATTER-RUNNER is a term that identifies the offensive player who has just finished his time at bat until he is put out or until the play on which he became a runner ends.

The BATTER'S BOX is the area within which the batter shall start during his time at bat.

The BATTERY is the pitcher and the catcher.

BENCH OR DUGOUT is the seating facilities reserved for players, substitutes and other team members in uniform when they are not actively engaged on the playing field.

A CALLED GAME is one which, for any reason, the umpire-in-chief terminates play.

A CATCH is the act of a fielder getting secure possession in his hand or glove of a ball in flight and firmly holding it: providing he does not use his cap, protector, pocket or any other part of his uniform in getting possession. It is not a catch, however, if simultaneously or immediately following his contact with the ball, he collides with a player, or with a wall, or if he falls down, and as a result of such collision or falling drops the ball. It is not a catch if a fielder touches a fly ball, which then hits a member of the offensive team or an umpire and then is caught by another defensive player. If the fielder has made the catch and drops the ball while in the act of making a throw following the catch, the ball shall be adjudged to have been caught. In establishing the validity of the catch, the fielder shall hold the ball long enough to prove that he has complete control of the ball and that his release of the ball is voluntary and intentional.

A catch is legal if the ball is finally held by any fielder, even though juggled, or held by another fielder before it touches the ground. Runners may leave their bases the instant the first fielder touches the ball. A fielder may reach over a fence, railing, rope or other line of demarcation to make a catch. He may jump on top of a railing, or canvas that may be in foul ground. No interference should be allowed when a fielder reaches over a fence, railing, and rope or into a stand to catch a ball. He does so at his own risk.

If a fielder, attempting a catch at the edge of the dugout is "held up" and kept from an apparent fall by a player or players of either team and the catch is made, it shall be allowed.

The CATCHER is the fielder who takes his position back of the home base.

The CATCHER'S BOX is the area within which the catcher shall stand until the pitcher delivers the ball.

THE CLUB is a person or group of persons responsible for assembling the team personnel, providing the playing field and required facilities, and representing the team in relations with the league.

A COACH is a team member in uniform appointed by the manager to perform duties as the manager may designate, such as but not limited to acting as base coach.

A DEAD BALL is a ball out of play because of legally created temporary suspension of play.

The DEFENSIVE (or DEFENSE) is the team, or any player of the team, in the field.

A DOUBLE HEADER is two regularly scheduled or rescheduled games played in immediate succession.

A DOUBLE PLAY is a play by the defence in which two offensive players are put out as a result of continuous action, providing there is no error between putouts.

(a) A force double play is one in which both putouts are force plays.

(b) A reverse force double play is one in which the first out is a force play and the second out is made on a runner for whom the force is removed by reason of the first out. Examples of reverse force plays: runner on first, one out batter grounds to first baseman, who steps on first base (one out) and throws to second baseman or shortstop for the second out (tag play). Another example: bases loaded, none out; batter grounds to third baseman, who steps on third base (one out), then throws to catcher for the second out (tag play).

DUGOUT (see definition of BENCH)

A FAIR BALL is a batted ball that settles on fair ground between home and first base, or between home and third base, or that is on or over fair territory when bounding to the outfield past first or third base, or that touches first, second or third base, or that first falls on fair territory on or beyond first base or third base, or that, while over fair territory, passes out of the playing field in flight.

A fair fly shall be judged according to the relative position of the ball and the foul line, including the foul pole, and not as to whether the fielder is on fair or foul territory at the time he touches the ball.

If a fly ball lands in the infield between home and first base, or home and third base, and then bounces to foul territory without touching a player or umpire and before passing first or third base, it is a foul ball; or if the ball settles on foul territory or is touched by a player on foul territory, it is a foul ball. If a fly ball lands on or beyond first or third base and then bounces to foul territory, it is a fair hit.

Clubs, increasingly, are erecting tall foul poles at the fence line with a wire netting extending along the side of the pole on fair territory above the fence to enable the umpires to more accurately judge fair and foul balls.

FAIR TERRITORY is part of the playing field within, and including the first base and third base lines, from home base to the bottom of the playing field fence and perpendicularly upwards. All foul lines are in fair territory.

A FIELDER is any defensive player.

FIELDER'S CHOICE is the act of a fielder who handles a fair grounder and, instead of throwing to first base to put out the batter-runner, throws to another base in attempt to put out a preceding runner. The term is also used by scorers (a) to account for the advance of the batter-runner who takes one or more extra bases when the fielder who handles his safe hit attempts to put out a preceding runner; (b) to account for the advance of a runner (other than by stolen base or error) while a fielder is attempting to put out another runner; and (c) to account for the advance of a runner made solely because of the defensive team's indifference (undefended steal).

A FLY BALL is a batted ball that goes high in the air in flight.

A FORCE PLAY is a play in which a runner legally loses his right to occupy a base by reason of the batter becoming a runner.

Confusion regarding this play is removed by remembering that frequently the "force" situation is removed during the play. Example: man on first, one out ball hit sharply to first baseman that touches the bag and batter-runner is out. The force is removed at the moment and the runner advancing to second must be tagged. If there had been a runner on third or second and either of these runners scored before the tag-out at second the run counts. Had the first baseman thrown to second and the ball then been returned to first, the play at second was a force out making two outs, and the return throw to first ahead of the runner would have made three outs. In that case no runs would score.

Example: Not a force out. One out. Runner on first and third. Batter flies out. Two out, Runner on third tags up and scores. Runner on first tries to retouch before throw from fielder reaches the first baseman, but does not get back in time and is out. Three outs. If, in umpire's judgment the runner from third touched home before the ball was held at first base, the run counts.

A FORFEITED GAME is a game declared ended by the umpire-in-chief in favour of the offended team by the score of 9 to 0, for violation of the rules.

A FOUL BALL is a batted ball that settles on foul territory between home and first base, or between home and third base, or that bounds past first or third base on or over foul territory, or that first falls on foul territory beyond first or third base, or that while on or over foul territory, touches the person of an umpire or player, or any object foreign to the natural ground.

A foul fly shall be judged according to the relative position of the ball and the foul line, including the foul pole, and not as to whether the fielder is on foul or fair territory at the time he touches the ball.

A batted ball not touched by a fielder, which hits the pitcher's rubber and rebounds into foul territory between home and first, or between home and third base is a foul ball.

FOUL TERRITORY is that part of the playing field outside the first and third base lines extended to the fence and perpendicularly upwards.

A **FOUL TIP** is a batted ball that goes sharp and direct from the bat to the catcher's hands and is legally caught. It is not a foul tip unless caught and any foul tip that is caught is a strike, and the ball is in play. It is not a catch if it rebounds, unless the ball has first touched the catcher's glove or hand.

A **GROUND BALL** is a batted ball that rolls or bounces close to the ground.

The **HOME TEAM** is the team on whose grounds the game is played, or if the game is played on neutral grounds, the home team shall be designated by mutual agreement.

ILLEGAL (OR ILLEGALLY) is contrary to these rules.

An **ILLEGAL PITCH** is (1) a pitch delivered to the batter when the pitcher does not have his pivot foot in contact with the pitcher's plate; (2) a quick return pitch. An illegal pitch that occurs when runners are on base is a balk.

An **INFIELDER** is a fielder who occupies a position in the infield.

An **INFIELD FLY** is a fair fly ball (not including a line drive or an attempted bunt) which is caught by an infielder with ordinary effort, when first and second, or first, second and third bases are occupied, before two are out. The pitcher, catcher and any outfielder who stations himself in the infield on the play shall be considered infielders for the purpose of this rule.

When it seems apparent that a batted ball will be an Infield Fly, the umpire shall immediately declare "Infield Fly" for the benefit of the runner. If the ball is near the baselines, the umpire shall declare "Infield fly, if fair". The ball is alive and runners may advance at the risk of the ball being caught or retouched and advance after the ball is touched, the same as on any fly ball. If the hit becomes a foul ball, it is treated the same as any foul. If a declared Infield Fly is allowed to fall untouched to the ground, and bounces foul before passing first or third base, it is a foul ball. If a declared Infield Fly falls untouched to the ground outside the baseline, and bounces fair before passing first or third base, it is an Infield Fly.

On the infield fly rule the umpire is to rule whether the ball could ordinarily have been handled by an infielder - not by some arbitrary limitation such as the grass, or the base lines. The umpire must rule also that a ball is an infield fly, even if handled by an outfielder, if in the umpire's judgment; the ball could have been as easily handled by an infielder. The infield fly is in no sense to be considered an appeal play. The umpire's judgment must govern, and the decision should be made immediately.

When an infield fly rule is called, runners may advance at their own risk. If on an infield fly rule, the infielder intentionally drops a fair ball, the ball remains in play despite the provisions of rule 6.05 (L). The infield fly rule takes precedence.

IN FLIGHT describes a batted, thrown, or pitched ball, which has not yet touched the ground or some object other than a fielder.

IN JEPORADY is a term indicating that the ball is in play and an offensive player may be put out.

An **INNING** is that portion of a game within which the teams alternate on offense and defence and in which there are three putouts for each team. Each team's time at bat is a half-inning.

INTERFERENCE

(a) Offensive interference is an act by the team at bat, which interferes with, obstructs, impedes, hinders or confuses any fielder attempting to make a play. If the umpire declares the batter, batter-runner, or a runner out for interference, all other runners shall return to the last base that was, in the judgment of the umpire, legally touched at the time of the interference, unless otherwise provided by these rules.

In the event the batter-runner has not reached first base, all runners shall return to the base last occupied at the time of the pitch.

(b) Defensive interference is an act by a fielder that hinders or prevents a batter from hitting a pitch.

(c) Umpire's interference occurs (1) When an umpire hinders, impedes or prevents a catcher's throw attempting to prevent a stolen base, or (2) When a fair ball touches an umpire on fair territory before passing a fielder.

(d) Spectator interference occurs when a spectator reaches out of the stands, or goes on the playing field and touches a live ball.

On any interference the ball is dead.

The LEAGUE is a group of clubs whose teams play each other in a pre-arranged schedule under these rules for the league championship.

The LEAGUE PRESIDENT shall enforce the official rules, resolve any disputes involving the rules, and determine any protested games. The league president may fine or suspend any player, coach, manager or umpire for violation of these rules, at his discretion.

LEGAL (or LEGALLY) is in accordance with these rules.

A LIVE BALL is a ball which is in play.

A LINE DRIVE is a batted ball that goes sharp and direct from the bat to a fielder without touching the ground.

MEMBER NOT IN GOOD STANDING: Any player who has outstanding fees due to GMBA from current or previous years, player/ coach/ parent that has been handed a suspension through the Disciplinary Committee, or any player that is not eligible or has not obtained the proper releases.

The MANAGER is a person appointed by the club to be responsible for the team's actions on the field, and to represent the team in communications with the umpire and the opposing team. A player may be appointed manager.

(a) The club shall designate the manager to the league president or the umpire-in-chief not less than thirty minutes before the scheduled starting time of the game.

(b) The manager may advise the umpire that he has delegated specific duties prescribed by the rules to a player or coach, and any action of such designated representative shall be official. The manager shall always be responsible for his team's conduct, observance of the official rules, and deference to the umpires.

(c) If a manager leaves the field, he shall designate a player or coach as his substitute, and such substitute manager shall have the duties, rights and responsibilities of the manager. If the manager fails or refuses to designate his substitute before leaving, the umpire-in-chief shall designate a team member as substitute manager.

OBSTRUCTION is the act of a fielder who, while not in possession of the ball and not in the act of fielding the ball, impedes the progress of any runner.

If a fielder is about to receive a thrown ball and if the ball is in flight directly toward and near enough to the fielder so he must occupy his position to receive the ball he may be considered "in the act of fielding the ball". It is entirely up to the judgment of the umpire as to whether a fielder is in the act of fielding a ball. After a fielder has made an attempt to field a ball and missed, he can no longer be in the "act of fielding" the ball. For example: an infielder dives at a ground ball and the ball passes him and he continues to lie on the ground and delays the progress of the runner, he very likely has obstructed the runner.

OFFENSE is the team, or player of the team at bat.

OFFICIAL SCORER. See Rule 10.00

An OUTFIELDER is a fielder who occupies a position in the outfield, which is the area of the playing field most distant from home base.

OVERSLIDE (or OVERSLIDING) is the act of an offensive player when his slide to a base, other than when advancing from home to first base, is with such momentum that he loses contact with the base.

A PENALTY is the application of these rules following an illegal act.

The PERSON of a player or an umpire is any part of his body, his clothing or his equipment.

A PITCH is a ball delivered to the batter by the pitcher.

All other deliveries of the ball by one player to another are thrown balls.

A PITCHER is the fielder designated to deliver the pitch to the batter.

The pitcher's PIVOT FOOT is that foot which is in contact with the pitcher's plate as he delivers the pitch.

"PLAY" is the umpire's order to start the game or to resume action following any dead ball.

A QUICK RETURN pitch is one made with obvious intent to catch a batter off balance. It is an illegal pitch.

REGULATION GAME. See rule 2 per each Division

A RETOUCH is the act of a runner in returning to a base as legally required.

A RUN (or SCORE) is the score made by an offensive player who advances from batter to runner and touches first, second, third and home bases in that order.

A RUN-DOWN is the act of the defence in an attempt to put out a runner between bases.

A RUNNER is an offensive player who is advancing toward, or touching, or returning to any base.

“SAFE” is a declaration by the umpire that a runner is entitled to the base for which he was trying.

SET POSITION is one of the two legal pitching positions.

SQUEEZE PLAY is a term to designate a play when a team, with a runner on third base, attempts to score that runner by means of a bunt.

A STRIKE is a legal pitch when so called by the umpire, which -

- (a) Is struck at by the batter and is missed;
- (b) Is not struck at if any part of the ball passes through any part of the strike zone;
- (c) Is fouled by the batter when he has less than two strikes;
- (d) Is bunted foul;
- (e) Touches the batter as he strikes at it;
- (f) Becomes a foul tip.

The STRIKE ZONE is that area over home plate the upper limit of which is a horizontal line at the midpoint between the top of the shoulders and the top of the uniform pants, and the lower level is a line at the top of knees. The Strike Zone shall be determined from the batter’s stance as the batter is prepared to swing at a pitched ball.

“TIME” is the announcement by an umpire of a legal interruption of play, during which the ball is dead.

TOUCH. To touch a player or umpire is to touch any part of his body, his clothing or his equipment.

A TRIPLE PLAY is a play by the defence in which three offensive players are put out as a result of continuous action, providing there is no error between putouts.

A WILD PITCH is one so high, so low, or so wide of the plate that the catcher cannot handle it with ordinary effort.

WIND-UP POSITION is one of the two legal pitching positions.