



**Corner Brook Minor Baseball – Intermediate League
2020 House League Rules**

Sportsmanship and Conduct

- *Coaches / Managers are responsible for the sportsmanship of their players.*
- *Be patient with all umpires.*
- *Coaches may politely ask an umpire how he saw the events of a play but may not question his judgment. Coaches are to teach players respect for the officials through their own actions.*
- *Any abuse of equipment, bat or helmet, will result in player ejection.*
- *Players must get permission from a Coach to leave the field during the time of game play.*

Rain and Inclement Weather

Before the game starts, Corner Brook Minor Baseball (CBMBA) is responsible for postponing a ball game. CBMBA will base its decisions on the weather events and field conditions. CBMBA will post any cancellations on its Facebook page and notify both teams and umpiring staff. Team coaches will be responsible to communicate game cancellations to their respective players.

Cancelled games will be rescheduled in the next available time slot for the field or prior to the next round of games.

Once the game has started, the game is in the hands of the umpiring crew on the field. If the umpires decide to pull the players off the field because the conditions are unsafe or not playable, the status of the game is dependent on the score and location. If the game has reached five innings and the game is not tied, the game can be an official victory for the team that is ahead at the time the players are pulled off the field. This is called a rain-shortened game.

Play will be stopped immediately during a thunderstorm if lightning appears. Observe the 30-30 rule. If thunder is heard 30 seconds or less after lightning is observed, the storm is less than 10 kilometers away. Precautions should be taken. Do not resume play until 30 minutes after the last lightning strike in the area.

Game Equipment

CBMBA is responsible for setting up the diamond. It is the responsibility of the teams to ensure all CBMBA equipment and balls are returned to the equipment storage shed.

Intermediate league players are required to supply their own equipment (gloves, bats (no aluminum), cleats and other protective gear). CBMBA may provide batting helmets and approved catchers gear for all teams but players are permitted to use their own if they choose to.

Game start and time limitations

The key to completing a game prior to curfew is to start the game on time. Any pre-game meetings of umpires and coaches should take place 5 minutes before game time. Team warm-ups should be completed before the meeting of umpires and coaches, and after this meeting, the home team should take the field and be ready to throw the first pitch at the scheduled start time. Every effort will be made to start the game on time.

All games will be 6 innings in duration, unless called due to darkness/foul weather/time limit, in which case the game will be considered completed if a **minimum of 4 innings** have been **completed** (i.e., if the home team is winning after 3 ½ innings and the game is called). If the game is called in the middle of an inning, the score will be recorded as of the last completed inning. All games not considered completed will be rescheduled and played as a new game.

The time slot reserved for each game is **2 hours**. No new inning shall commence after **1 hour and 45 minutes** from the start of the game. The final or “open” inning must be declared if the elapsed time is greater than 1 hour 30 minutes. If an inning begins before 1:30 and continues through the 1:45 hour mark, then a new inning can commence and that must be the “open” inning. **(No inning should begin unless there is a reasonable expectation of completing that full inning.)**

No extra innings can be played to break a tie; the game shall be recorded as tied, except during play-offs.

Pitching Limits

CBMBA Intermediate League will follow Baseball Canada’s Rules Governing Arm Smart (Pitch Count). Games played in past and upcoming tournaments should be considered in the coaches’ decision on who should pitch in scheduled league games.

The following rules from Baseball Canada will apply. Section 8.01

Rules Governing the Pitcher (Exhibition Play, League Play, Play-Off's, Tournaments, and Championships)

8.01

- (1) Any player on the team is eligible to pitch, and there are no restrictions to the number of pitchers a manager may use in a game.
- (2) Pitchers shall be permitted to have 2 appearances in the same calendar day. If a pitcher requires a rest following 1st appearance, they cannot return in the same calendar day.
- (3) Pitcher cannot pitch 3 consecutive days unless a pitcher’s first 2 days combined does not exceed: 11U (Mosquito) : 25 13U (Pee Wee) : 30 15U Boys / 16U Girls (Bantam) : 35 18U

Corner Brook Minor Baseball Intermediate League

(Midget) : 40 If pitcher's day 1 + day 2 exceeds figure above for their division, they require at least 1 days rest. Pitcher cannot pitch 4 consecutive days. One (1) days rest is needed.

(4) Pitchers and managers shall follow the following guidelines:

15U Boys/16U Girls (Bantam)	18U (Midget)/ Canada Cup/ Canada Games	Rest Required
1-35	1-40	None
36-50	41-55	1 day
51-65	55-70	2 days
66-80	71-85	3 days
81-95	86-105	4 days
95	105	Maximum

- (5) The official scorekeeper will calculate the total pitches thrown for that calendar day and determine the required rest starting the next calendar day. Athletes must not exceed the maximum pitch count total for that day.
- (6) Once a player assumes the position of pitcher, they cannot catch for the remainder of the day.
- (7) Pitchers will be permitted to finish the batter if his or her maximum pitch limit has been reached for that calendar day.
- (8) Intentional Walks will be included in Pitch Count totals.
- (9) Required Rest shall be defined in "Days" starting at 12:01am and ending at 11:59 pm of the next calendar day.
- (10) If a game continues past 12:01am, those pitches are counted as if pitched prior to midnight. If a game is suspended, when it resumes it is defined as a different day.
- (11) A pitcher who is removed from the mound during a game shall not be permitted to return to pitch in the same game, even if the pitcher is retained in the game at another position.
- (12) Any violation of any part of the pitch count rule, the result is the Head Coach is ejected from the current game and receives an additional game suspension.
- (13) The total number of pitches thrown by an ambidextrous pitcher are counted for the purpose of calculating pitch count, regardless of which arm or combination there-of is throwing.
- (14) When a game is stopped by inclement weather or for any other reason than a mercy rule, that specific game has to be resumed at the point of stoppage. If Pitcher "A" is the starting pitcher of a game and has a pitch count below the first threshold, Pitcher "A" can then be used as a pitcher again for that particular game but considering he will be carrying the number of pitches thrown when the game stopped. This applies for a game that is resumed on the same day or on the next day. For example, if Pitcher "A" threw 30 pitches at 15U (Bantam) Nationals, he will then be allowed to throw a maximum of 65 pitches when the game resumes. If Pitcher "A" had thrown 36 pitches when the rain started, he would not be eligible to pitch if that game is rescheduled for the next day as he needs his full day of rest.

If the game is resumed during the same day, he can then come back as pitcher while carrying his pitches.

(15) A player playing in a division other than their own age group shall pitch based on the pitch count of the lower aged division.

**For example; a 13U playing at 15U is subject to the 13U rules;
 a 18U playing at 15U is subject to the 15U rules.**

Courtesy Runner for Catcher with 2 (two) outs.

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

Stealing Bases

The CBMBA Intermediate League is a development league consisting of both Bantam and Midget aged players. The main purpose of the league is for individual players to develop skills, continue to learn the game and to have fun.

All intermediate league games are played on Jubilee Field, a senior sized field with 90 feet between bases. The distance between home plate and second base can be difficult for younger and smaller players to accurately reach when trying to pick off players attempting to steal bases. To ensure base stealing does not over-shadow the play of the game but to keep base stealing a part of the game, CBMBA has implemented these house rules on stealing.

- All base runners are permitted to lead off.
- Baserunners are only permitted to steal on the direction of their coach.
- Baserunners are permitted to advance one base only in the event of a wild pitch or passed ball.
- Baserunners can advance one base only if there is an attempted pick off and the throw is wild or passed.
- **Each team will be permitted to steal a maximum of six (6) bases per game.**

Cell Phones

Electronic devices such as cell phones are permitted as long as they do not become a distraction and are not used to communicate with others on the field.

Mercy Rule and Maximum Runs per Inning

If after four innings of play one team is ahead by 10 runs or more the game is officially over. There is a 3 run per inning maximum, this excludes the last inning. The last inning is open.

Scores

CBMBA will provide a score keeper. When possible the scores, stats and game play will be tracked using **GameChanger**. Game summaries will be posted on CBMBA's Facebook page.

Rule Book

Corner Brook Minor Baseball Association uses the Baseball Canada Official Rules of Baseball (Canadian Content) except for specific 'local' rules as outlined in this document. All coaches should know, apply and respect the regulations and rules as laid down in the rulebook. Take the time to read the book and apply the philosophy. Share the rules with your players.

Local Rules

Dugouts

The home team shall choose dugout of choice. Teams occupying the dugouts are responsible for removing all gear, equipment and garbage from the dugouts at the end of each ball game.

Only team members and coaches are permitted in the dugouts during game play.

Coaches

Teams are required to have at least one coach (adult) at the field during game play.

Number of Players

CBMBA places ten to fifteen players on each team. This is an optimum number for each team during the regular season and playoffs. The league is aware that not all players can make all games or are available for the start of each game. When a coach is aware that players will not be available to play and his/her team will be short players, he/she is strongly encouraged to 'pick up' players from other CBMBA Intermediate League teams.

All games are expected to start at the time on the schedule; however, to avoid protests and forfeited games, a 10 minute grace period from the scheduled start is allowed for teams to ensure that 8 players (**combination of 6 team players and 2 or more pick-ups**) are available to start. In the event that a team is unable to field 8 players the Umpire shall declare the game forfeited. The game score shall be registered as 6-0 for the team with 8 or more registered players. In the event that both teams are unable to field 8 players, the game will be cancelled and rescheduled. If a team is unable to continue the game with at least 8 players, the game shall be forfeited.

In the event where players are picked up from other teams in the league those players shall be used exactly like regular team members.

Batting

Every player is placed in the batting order. A player who arrives after the start of the game is placed last on the batting order (even if the team is on the second time through the order). A player who is on the batting order and arrives late and misses his turn is placed at the bottom of the batting order. No automatic out is allowed. Example: 10 players on the batting order prior to the start of the game. Tommy, scheduled to bat 6th does not arrive until after the 8th batter has been at bat. Tommy is scratched from the 6th position, bats after the last person in the order, and is not an automatic out because he was not available to bat 6th. Joey, the 11th player, arrives in the second inning and is placed 11th after Tommy.

Defensive Positions (Player Rotation)

The CBMBA Intermediate League promotes the principle of equal play throughout the House League season.

On defense, coaches are encouraged to see all players share equally infield positions and outfield play except for skill and safety positions such as pitcher, catcher and first base. Coaches should allow each players to play all field positions to help individual players in their skill development. Coaches are asked to have all players share equally in sitting out during defensive innings.

Coaches must strive to achieve the above objective on a game-by-game basis, and not spread them out over a week or a season. In addition, there is rarely a reason for a player to sit out two consecutive innings, and a Coach should never plan this while doing a line up. It happens too often that you do not get to finish all six innings.

****The Intermediate League is for the development of all Bantam and Midget aged players. The Rules pertaining to Batting and Defensive Positions listed above is put in place to ensure all players at all skill levels have an equal opportunity to develop their skills and have fun playing the game.**

Players Leaving the Game Early

If a player must leave the game early for any reason, injury or otherwise, his/her spot in the batting order is removed (no automatic out). If this happens while the player is batting, the at bat is cancelled and the next batter takes the plate with a 0-0 count. If the player is on base, the last player to either get out or score a run takes the leaving player's place. The player may return later to take his/her original position in the batting order. Teams may not abuse this rule to reduce the playing time of weaker players.

Regular Season Standings Tie-Breakers

Regular season standings shall be determined by total points based on 2 points for a win, and 1 point for a tie, and 0 points for a loss. The first procedure for resolving ties is to apply the following tie-breaking rules (in order):

- most wins
- best record in games involving only the tied teams

The second procedure if 2 or more teams are still tied is to apply the following criteria (in order) to determine the top team among them:

- least number of runs allowed (in all games)
- greater number of runs scored (in all games)
- coin toss

Note: once the second procedure determines the top team from a tie among 3 or more teams, the remaining tied teams go back to the first tie-breaking procedure again.

Playoffs

Structure (Time permitting)

Round one: Best 2 of 3

2 vs 3

Round two: Best 3 of 5

Winner of 2 & 3 vs 1.