

## **DARTMOUTH DISTRICT MINOR BASEBALL**

### **RECREATION LEAGUE RULES (Revised May, 2023)**

#### **1.0 GENERAL**

All players, coaches, parents, fans, volunteers, and Executives are expected to act in accordance with HRM policies and Bylaws, Baseball Nova Scotia and DDMBA rules. Anyone found not to be following any of the above will be removed from the game and/or field. Further discipline may be handed down by the Disciplinary Committee.

#### **2.0 INSUFFICIENT PLAYERS, PICKUPS, PLAYER RELEASES & OVERAGE PLAYERS**

2.1 Coaches are responsible for ensuring players are available for a given game.

2.2 Whenever possible 48 hours notice should be given to the opposing coach and the Recreational Coordinator when it becomes necessary to cancel a game for other than field conditions. A minimum of 6 hours notice is to be given. If proper notice is not given the opposing home team is required to pay for umpires, which cost will be recovered from the cancelling teams Association.

#### **2.3 Insufficient Players**

2.3.1 Teams must have a minimum of eight (8) players and a coach ready for the start of the scheduled game (+15 min). At no time can unregistered players be used. Players must be registered within that teams Association.

2.3.2 Teams forfeiting two games on the field will have their status within the League reviewed. A third forfeit may result in removal from the League.

2.3.3 In the case of a forfeited game due to insufficient players, both coaches may have a combined practise/fun game. Umpires are expected to stay for the game if they have been paid.

2.3.4 The team forfeiting will be responsible for the cost of the umpires.

#### **2.4 Call Ups**

2.4.1 Teams may pick up players from any Recreation League team playing at any level lower than theirs within their own Association. IE U13 must come from U11.

2.4.2 Players may be picked up when it is clear that less than 9 regular team members will be present at the game. Pick up players MUST be identified on the line-up card and

2.4.3 Rep players, A, AA, and AAA cannot move back or up to any Recreation League team.

## **2.5 Player Releases**

2.5.1 All players playing Recreation League in an Association outside of the

2.5.2 Association of their residence MUST have the release approved by Recreation League Coordinator for that Division unless from either the gaining or losing Associations to avoid any possible conflict of interest.

2.5.3 "A" team may invite Recreation League level players from other members. If the player makes the team their registration will be forwarded to the gaining Association. No player release will be required. If the player does NOT make the team, the player MUST be sent back to their home Association.

2.5.4 Any Association wishing to place a player in a division lower than what they are currently in must follow the following guidelines:

2.5.5 Any overage age player is NOT allowed to pitch or catch.

2.5.6 Girls are allowed to play one year under their current date of birth and as such are not considered overage players.

## ***3.0 GAME PRELIMINARIES***

### **3.1 Poor Field Conditions**

Coaches are to determine if a field is fit to play by calling the HRM Field Line at 490-7100 or the HRM Field Conditions web site after 3pm on weekdays and 9am on weekends. Depending on the conditions/forecast further updates may be forthcoming:

- Coaches/Teams have no discretionary right to play on closed fields.
- The home team is responsible for contacting the Rec Coordinator to re-schedule the game.

### **3.2 Equipment, Balls and Uniforms**

3.2.1 Batting helmets must be worn by batters, base runners and on deck batters.

3.2.2 Chin straps are no longer mandatory for U13 and below.

3.2.3 Metal cleats are not permitted in U13 and below.

3.2.4 Home team will supply the game balls. All game balls will be of good quality as directed by the PC at the coaches meeting at the start of the season.

3.2.5 All players are to be in uniform for every game. Coaches will dress appropriately in team colours.

3.2.6 Players in all age groups are required to wear a protective helmet and mask while

3.2.7 Catching for a pitcher. This includes practise, warm-up, both bullpen and in between innings, and games. Coaches/Parents MUST wear at least a mask during warm up situations. Throat protectors are to be mandatory for all catchers. Extension masks are acceptable provided the throat area is adequately covered in conjunction with the chest protector.

### **3.3 Line Up Cards**

3.3.1 Coaches will exchange line-ups at the start of each game and present the home plate umpire with a copy. This list MUST include players first and last names along with Jersey number. All coaches on the bench MUST also be included.

3.3.2 The Coach will inform the home plate Umpire of any line-up changes. IE injuries or early departure.

3.3.3 Any player arriving late, excluding the forfeit rule will be allowed to play by adding them to the bottom of the batting order.

### **3.4 Minimum Innings**

3.4.1 DDMBA supports FAIR PLAY therefore, during all play, a player must play at least 2 innings, unless for disciplinary reasons. (Note: due to team size it may be difficult to manage the playing time. The intent is to BE FAIR.)

3.4.2 Bench Rule - Only players, coaches, managers and league officials shall be allowed in the bench areas of the playing field. Spectators and parents must not enter this area until the game has been completed.

3.4.3 Game Score - Both coaches are responsible to post the game score to DDMBA website within 24 hours of the game completion. Failure to call will result in loss of points

in the league standings. If no official Umpire shows up for the game, the PC should be notified.

3.4.4 – Rescheduling games – **CANCELLATIONS AND RAINED OUT GAMES** - A coach must notify the opposing coach and the Recreational Co-ordinator no less than 48 hours prior to game time of a cancellation. The **cancelled or rained out** game **MUST** be re-scheduled [**not necessarily played**] within 7 days or the game will be considered forfeit by the cancelling team. Any game not made up by the end of the season will be forfeited by the cancelling team. All forfeited games will be scored as 1 run per inning. For example, U15 play 7 inning games the score would be 7-0. It is the responsibility of the home team's coach to reschedule the game. The home team coach shall co-ordinate with the visiting team coach to make a decision on the rescheduled game date/time/location and then inform their club president. Once agreement is reached the Recreation Co-ordinator will be advised of the new date/time/location of the rescheduled game and shall enter the rescheduled game in the league's online scheduling system.

## **4.0 UMPIRES**

4.1 Umpires will be scheduled by the Umpires Assigner.

4.2 In cases where the Umpires do not show up the two sides have the option to pick a parent or two so rescheduling is not required. With no umpires or parent umpires no official game will be played and the game will be rescheduled. The Umpire Assigner will make every reasonable effort to contact the Home Coach to inform him that there will not be any Umpires.

4.3 When fields are closed by HRM it is the responsibility of the Umpire Assigner to contact the Umpires to cancel the games. No Umpires are to be dispatched to closed fields. The home field Coach must still contact the Assigner to reschedule games.

4.4 The Umpires will be in full authority of the game once commenced and their decision will be final.

4.5 All levels will have two paid Umpires on the field, unless both Coaches agree to play the game with one Umpire, in this case the one Umpire will be paid full plate plus half the base.

4.6 All games will continue until completed unless the Umpire stops it.

4.7 In the case of a forfeited game due to insufficient players, both coaches may have a combined practise/fun game. Umpires are expected to stay for the game if they have been paid.

## **5.0 TOURNAMENTS**

5.1 All member associations who host a tournament shall provide a copy of their rules and regulations for the tournament to each team participating.

5.2 Any problems that arise during the tournament shall be directed to the area President who is hosting the tournament or the tournament director. DDMBA is not responsible for Association sponsored tournaments.

## ***6.0 PLAYING RULES GENERAL***

### **6.1 General**

6.1.1 Unless otherwise specified in the following clauses, all rules of Baseball Canada and Baseball Nova Scotia shall be followed.

6.1.2 All players will be in the batting order.

6.1.3 DDMBA has not adopted the designated hitter rule for house league play.

6.1.4 Coaches will use unlimited player substitution or the normal procedure as per Baseball Canada Rule Book.

6.1.5 Substitutions must be made at the end of an inning.

6.1.6 Coaches must coach from the bench or the coach's boxes.

6.1.7 Coaches will only be permitted to cross the foul lines to assess and/or assist injured players, visit a pitcher or ask for a ruling clarification.

6.1.8 No Coach, Manager, Trainer, Player or any other team rep shall address an Umpire to debate/question a judgement call by an official. This will result in an automatic ejection.

### **6.2 Pitching Rules**

6.2.1 Pitching at all levels and pitch counts shall follow the guidelines established in Baseball Nova Scotia. Excluding U11 for regular season play. Please refer to link [http://baseballnovascotia.com/clientuploads/Handbook/BNS\\_Handbook\\_2019.pdf](http://baseballnovascotia.com/clientuploads/Handbook/BNS_Handbook_2019.pdf). Pitch count charts will be kept by each team for each game and provided to the Club President or Recreational Co-ordinator upon request.

6.2.2 One pitch in an inning constitutes a full inning for the purpose of the pitcher only.

6.2.3 Pitchers must be in contact with the rubber when pitching.

6.2.4 At the beginning of the game, the pitcher has a minimum of 8 pitches to warm up, followed by a 5 pitch warm up in the following innings.

6.2.5 A new pitcher entering the game at any other time will be allowed a minimum of 8 warm up pitches.

6.2.6 Once removed, pitchers are not permitted to return to that position.

### **6.3 Run Rules**

6.3.1 Five Run Rule: The Five Run rule per inning will apply to ALL levels of ball. The final inning will be open (no 5 Run rule).

6.3.2 Ten Run Rule. U11 - If a team obtains a lead of ten or more runs at any time after completion of 4 innings (3.5 innings for the home team) the game shall be terminated immediately. It is not a requirement to complete the inning. 3 and 1/2 innings means half way through the 4th inning.

U13 and U15 - If a team obtains a lead of ten or more runs at any time after completion of 5 innings (4.5 innings for the home team) the game shall be terminated immediately. It is not a requirement to complete the inning. 4 and 1/2 innings means halfway through the 5th inning.

### **7.0 DIVISIONAL SPECIFIC RULES**

#### **7.1 U9 [NOTE: These rules vary from major/minor level – confirm division rep]**

7.1.1 NO Bunting, Stealing, leadoffs, walks.

7.1.2 Players cannot take foot off base until ball is hit.

7.1.3 Batters who are hit by a pitch are awarded first base automatically.

7.1.4 All players in batting order

7.1.5 Players cannot play any position more than once in a game, except catcher 2 innings.

7.1.6 Players can catch and pitch in the same game.

7.1.7 All players must play infield and outfield in all games

7.1.8 Games are timed for 1.5 hours or 5 innings, home team starts time when play starts

7.1.9 In last inning at bat all players can bat (if 3 outs not recorded) but can only go through the order once. This would be the “so called” open inning

7.1.10 Only 4 runs an inning, except open inning (last inning)

7.1.11 A player can only go 2 bases on a hit. Except if there is a runner on 1st, ball is hit to the outfield runner can only go to 3rd. Batter-- if a runner on or not could only go to 2nd.

7.1.12 Bases are at 60 feet-- safety for runners and fielders

7.1.13 Pitching - A player/pitcher can pitch to a 3 Ball count then the coach finishes the batter with 4 pitches.

7.1.14 Pitchers must be at least 40 feet from plate and max 46

7.1.15 If pitchers wish, they can wear a pitching face mask.

7.1.16 Two Coaches can be on the field for positioning players (behind SS & 2nd) and letting fielders know where to throw the ball.

7.1.17 No advancing on overthrows on bases.

7.1.18 Home team supplies game balls.

7.1.19 Balls used are hardballs

7.1.20 Scores will be recorded but no more than 10 runs in a win.

## **7.2 U11**

7.2.1 The first full inning that starts after **1 hour and 30 minutes** of the first pitch of the game is the open inning. If the game is within an inning when the 1 hour and 30 minute time is arrived at then that inning must be finished then the next inning is the open inning. The home team will be responsible for keeping time and informing the umpire of the time. Coaches have two minutes from the end of the inning to the first pitch of the next inning to get their players on the field.

7.2.2 The infield fly rule does not apply in U11

7.2.3 All batters will start with a count of one ball and one strike when they step into the batter's box.

7.2.4 A player cannot steal if the pitcher has the ball in the vicinity of the pitching rubber.

7.2.5 A player can only make an attempt to steal 2nd and 3rd once the ball reaches the batter.

7.2.6 A runner on 3rd cannot score on a passed ball or wild pitch. A runner may not score on an errant throw from the catcher to the pitcher.

7.2.7 If a player is stealing 3rd and the catcher throws it wide to the 3rd baseman, the runner is NOT allowed to go home.

7.2.8 If a player on a hit is running to 3rd and there is an overthrow to 3rd, the runner can go home. This is not a steal; it is a continuation of a play.

7.2.9 If a player is stopped on 3rd, the only way they can get home is by a hit ball or if the batter is hit by a pitch or base on balls when the bases are loaded. If a player rounds 3rd base, then comes to a stop, he is considered stopped at third. A player cannot round 3rd then stop to wait to see where the play will be. Once a player stops, they must go back to 3rd.

7.2.10 A runner may not advance from home to second on a base on balls.

7.2.11 A team can play with a minimum of 8 players. If a team shows up with not enough players to play the game, they will be allowed to start with 7 players. After a complete inning has been played, if the 8th player has not shown up, the game will be deemed a forfeit and play will continue for fun. (Exhibition game)

7.2.12 Catchers - If the catcher is on base when two outs have been recorded, he/she can be removed as a base runner and replaced by the player who was the last out. This will allow the catcher to suit up.

7.2.13 U11 has 6 innings

7.2.14 U11 will have a pitch count limit of 35/game and 50/week. Rest requirements follow BNS guidelines. These pitch counts are in place for Regular Season play ONLY. Play off and Tournaments will follow BNS Pitch Counts.

### **7.3 U13**

7.3.1 Dropped third strike Batter is out, runners on base can advance.

7.3.2 Five [5] Run Limit per inning, last inning is open inning

7.3.3 Coaches/ Assistant coaches are permitted one mound visit. A second mound visit means the pitcher needs to be replaced.

7.3.4 Catchers are not permitted to visit the pitcher once a batter steps into the box.

7.3.5 The Coaches meeting at home plate shall be 5 minutes before scheduled game start time. All infield practice shall be completed prior to this meeting. The first full inning that starts after **1 hour and 45 minutes** of the first pitch of the game is the open inning. If the game is within an inning when the 1 hour and 45 minute time is arrived at then that inning must be finished then the next inning is the open inning. The home team will be responsible for keeping time and informing the umpire of the time. Coaches have two minutes from the end of the inning to the first pitch of the next inning to get their players on the field.

7.3.6 The Infield Fly Rule does apply in Peewee.

7.3.7 Catchers - If the catcher is on base when two outs have been recorded, he/she can be removed as a base runner and replaced by the player who was the last out. This will allow the catcher to suit up.

7.3.8 U13 cannot steal home: unless a hit ball or bases are loaded and there is a walk

## **8.0 U15**

8.0.1 Follow Baseball Nova Scotia Rules

8.0.2 Five [5] runs per inning

8.0.3 OPEN inning can only be in the 7<sup>th</sup> inning

## **8.1 U18**

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8.1.2 Five [5] runs per inning

8.1.3 OPEN inning can only be in the 7<sup>th</sup> inning