



2023 Red Deer City League

Rules & Guidelines

ALL AGE DIVISIONS

- The Home Team is responsible for:
 - Supplying Two Game Balls to the umpire prior to the start of the game. Umpire will return the game balls back to the home team at the conclusion of the game
 - Supplying a scorekeeper for the game. Scoresheets can be downloaded and printed from RDMBA Website
 - www.reddeerminorbaseball.com > 2023 City League > Scoresheet
 - Diamond Prep before the game. The diamond needs to be in good shape – please rake before games and smooth out infield. Chalk is not necessary but can be done if available and time permits.
 - Refer to RDMBA website for field checklists
 - www.reddeerminorbaseball.com > Mangers Corner > RDMBA Field Checklists
 - Diamond Clean Up at the end of the game. This includes putting away all bases and equipment and cleaning up any garbage in the dugouts.
 - The home team is responsible for emailing in the game score to cityleague@reddeerminorbaseball.com within 48 hours of game completion. If the game score is not emailed, it will result in a home team forfeit of 10-0. Please use the supplied Game Summary Report
 - www.reddeerminorbaseball.com > 2023 City League > Game Summary Report
 - For the year end tournament, teams will be tiered for the playoff weekend based on their Win/Loss record and then Run Differential. The home team will always be the higher seeded team.
- Pitching
 - In order to sustain a league with parity, pitchers will have a weekly innings limit.
 - Refer to division specific rules for the innings limit
 - Once a player assumes the position of pitcher, they cannot catch for the remainder of the game. However, it is okay for a player to pitch after they have been a catcher.
 - Any team who is in violation of these pitching rules will be given one warning. If there is a second violation, that team will have the violating player barred from pitching for the remainder of the season. This rule is put in place to promote development for all our players and to ensure we have a league with parity and fair play.
- Unlimited Substitution
 - Every player present will be placed on the line-up card in the batting order and will all bat in order; players are allowed to move in/out defensively without restrictions, expect the pitcher leaves the mound to play another defensive position, that pitcher may not return to the mound or catch in the same game.
 - Blank line up cards can be downloaded and printed from the RDMBA website. This is a template to keep track of batting order as well as defensive positions played
 - www.reddeerminorbaseball.com > 2023 City League > City League Line Up Card
- Mercy Rule
 - There will be no mercy rule forfeits in Red Deer City League. This is to ensure that our players get as many at bats and defensive innings played as possible.

- In the event that there is a 10 run differential in any game, coaches are strongly encouraged to alter lineups/pitchers/defensive positions to create a closer game.
- Rain Outs & Scheduling
 - Games should only be cancelled for weather if the field is unplayable or if it is unsafe to play due to the conditions.
 - Please refer to Baseball Alberta's Weather Policy
 - www.baseballalberta.com > About > Resources > Weather Policy
 - Teams must give RDMBA at least two weeks' notice if there is a circumstance where their team is unavailable to play. Due to a short season and limited diamond availability, the game may not be able to be rescheduled and all efforts need to be made to complete all league games as scheduled. If inadequate time is given to RDMBA, then that team may be forced to take a forfeit loss.
 - If a game must be cancelled on short notice due to an unforeseen circumstance, please contact RDMBA's Umpire Coordinator at umpire@reddeerminorbaseball.com as early as possible.
 - Any regular season games that were not played due to a reasonable circumstance will be struck from the schedule and no team will be rewarded a win or loss.
- Regular Season Ties: If a game is tied at the end of regulation, either end of innings limit or time, that game will end in a tie. No extra innings will be played in the regular season.
 - Tiebreaking
 - In the event of a tie in the standings at the end of the regular season, the following order will be utilized to rank teams and break ties.
 - Head to head results between tied teams
 - Runs for and against differential amongst all league games
 - If there is still a tie after these two criteria, a coin toss will be held.
 - All City League Teams will qualify for the year end tournament
- Tournament Ties: If a game is tied at the end of regulation, either end of innings limit or time, the following procedure will be implemented during extra innings:
 - Each team will begin the extra inning (and any subsequent necessary extra innings) with a base runner on first and second, no outs. The last two outs from the previous inning will be the baserunners on first and second base.
 - The batting order of the extra inning or any subsequent innings will be determined by how the previous inning ended.
 - The traditional system of the visiting team hitting in the top of the inning and the home team hitting in the bottom of the inning will remain in effect until a winner is determined.
- Umpires
 - All RDMBA Umpires are to be treated with respect
 - Umpires will have the authority to remove any player, coach, or parent from the game who does not treat them or others with respect. This includes, but is not limited to: other players, other coaches, or spectators.

RDMBA Contact Information:

- General Inquires: info@reddeerminorbaseball.com
- Umpire Coordinator: umpire@reddeerminorbaseball.com – Susie Saunders
- Facilities Director: facilities@reddeerminorbaseball.com – Todd Andreas
- 11U Director: 11u@reddeerminorbaseball.com – Steve Jackson
- 13U Director: 13u@reddeerminorbaseball.com – Darryl Hemstreet
- 15U/18U Director: 15u-18u@reddeerminorbaseball.com – Riley Barrett
- In the event of a divisional director being unavailable or unresponsive:
 - VP of Baseball Operations: vp-baseball@reddeerminorbaseball.com – Davin Gulbransen

11U DIVISION SPECIFIC RULES

- Games will have a first pitch time of 6:30pm
 - Home Team takes the infield at 6:05pm for warm-up
 - Visiting Team takes the infield at 6:15pm for warm-up
- No new inning commences after 8:15pm even if the game is tied
- Maximum 5 Run/Half Inning Rule – Once the 5th run of a half inning is scored, the inning automatically stops no matter how many outs there are and that half inning is over.
- There are NO open innings
- All games are of six innings to be completed if time and weather permits. However, three and a half (3- 1/2) innings constitute a regulation game if the home team has more runs than the visiting team.
- Unlimited substitution – every player present will be placed on the line-up card in the batting order and will all bat in order; players are allowed to move in/out defensively without restrictions, except the pitcher leaves the mound to play another defensive position, that pitcher may not return to the mound or catch in the same game.
- All players who are present for a game and in uniform (unless injured and unable to play or suspended for that game by the league or team) must be listed on the batting order/line-up card – any coach who sits a player to gain a competitive advantage will be subject to disciplinary action by Red Deer Minor Baseball.
- Any player who is injured or has to leave the game will be skipped in the batting line-up with no penalty
- Participation Rule – A player may not sit more than 2 consecutive defensive innings (one pitch constitutes an inning sat)
- There are no walks.
 - If a pitcher throws four balls before a strikeout or a ball in play, the coach comes into pitch. The coach will assume the count of the pitcher, and the at bat will either end with a strikeout or a ball in play.
- Pitching Distance will be 44 feet. If a player is unable to pitch 44' feet, the player may move up to 38 feet at the coach's discretion. This is not to gain a competitive advantage. It is only to aid inexperienced players who may need some extra assistance. Player safety must be maintained.
- Bunting is NOT permitted
- Stealing is permitted once the ball has crossed home plate. If there is a violation, the runner is returned to their base and the ball is declared dead.
- Base runners are allowed to advance ONE BASE ONLY when stealing for the entirety of the play, and may not advance further due to errant throws from the catcher to the fielder
- Base runners cannot advance on a throwback to the pitcher from the catcher
- Runners are permitted to steal home. If the game is being played on a diamond meant for an older age category with a backstop with a further distance than regulated for 11U, the coaches and umpires may decide at the plate meeting to not allow the stealing of home due to these field conditions
- The batter cannot become a runner on a catcher's miss of a third strike. The third strike, either called or swinging does NOT have to be caught by the catcher. The batter is automatically retired. However, the ball is alive and in play for runners that are on base.

- Pitchers may not pitch more than three innings in a week.
 - IE if a player pitches three innings on Monday, they may not pitch again on Wednesday. If the player pitches two innings on Monday, they are only eligible to pitch one inning on Wednesday.
 - This will reset for the year end tournament and players will only be allowed to pitch three innings total in the year end tournament.
- Once a player assumes the position of pitcher, they cannot catch for the remainder of the game. If a player pitches in the first game of the day and is eligible to pitch again the same day, he may pitch or catch but not both.
- Base paths will be 60 feet and pitching distance will be 44 feet (NOTE: exception is listed above)
- All other Baseball Alberta rules for the 11U Category will apply

13U DIVISION RULES

- Games will have a first pitch time of 6:30pm
 - Home Team takes the infield at 6:05pm for warm-up
 - Visiting Team takes the infield at 6:15pm for warm-up
- No new inning commences after 8:30pm even if the game is tied
- Both coaches, along with the umpires, can agree BEFORE the game to extend the game past 8:30pm
- Maximum 5 Run/Half Inning Rule – Once the 5th run of a half inning is scored, the inning automatically stops no matter how many outs there are and that half inning is over.
- There are NO open innings
- All games are of seven innings to be completed, if time and weather permits. However, four and a half (4-1/2) innings constitute a regulation game if the home team has more runs than the visiting team.
- Unlimited substitution – every player present will be placed on the line-up card in the batting order and will all bat in order; players are allowed to move in/out defensively without restrictions, except the pitcher leaves the mound to play another defensive position, that pitcher may not return to the mound or catch in the same game.
- All players who are present for a game and in uniform (unless injured and unable to play or suspended for that game by the league or team) must be listed on the batting order/line-up card – any coach who sits a player to gain a competitive advantage will be subject to discipline by Red Deer Minor Baseball.
- Any player who is injured or has to leave the game will be skipped in the batting line-up with no penalty
- Participation Rule – A player may not sit more than 2 consecutive defensive innings (one pitch constitutes an inning sat)
- Bunting is NOT permitted
- Pitchers may not pitch more than four innings in a week.
 - IE if a player pitches four innings on Monday, they may not pitch again on Wednesday. If the player pitches two innings on Monday, they are only eligible to pitch two innings on Wednesday.
 - This will reset for the year end tournament and players will only be allowed to pitch four innings total in the year end tournament.
- Once a player assumes the position of pitcher, they cannot catch for the remainder of the game. If a player pitches in the first game of the day and is eligible to pitch again the same day, he may pitch or catch but not both.
- Base paths will be 70 feet and pitching distance will be 48 feet
- All other Baseball Alberta rules for the 13U Category will apply

15U & 18U DIVISION RULES

- Games will have a first pitch time of 6:30pm
 - Home Team takes the infield at 6:05pm for warm-up
 - Visiting Team takes the infield at 6:15pm for warm-up
- No new inning commences after 8:45pm even if the game is tied
- Both coaches, along with the umpire, can agree BEFORE the game to extend the game past 8:45pm
- Maximum 6 Run/Half Inning Rule – Once the 6th run of a half inning is scored, the inning automatically stops no matter how many outs there are and that half inning is over.
- The 7th (or last) inning is an open inning (three outs must be attained)
- All games are of seven innings to be completed, if time and weather permits. However, four and a half (4-1/2) innings constitute a regulation game if the home team has more runs than the visiting team.
- Unlimited substitution – every player present will be placed on the line-up card in the batting order and will all bat in order; players are allowed to move in/out defensively without restrictions, except the pitcher leaves the mound to play another defensive position, that pitcher may not return to the mound or catch in the same game.
- All players who are present for a game and in uniform (unless injured and unable to play or suspended for that game by the league or team) must be listed on the batting order/line-up card – any coach who sits a player to gain a competitive advantage will be subject to discipline by Red Deer Minor Baseball
- Any player who is injured or has to leave the game will be skipped in the batting line-up with no penalty
- Participation Rule – A player may not sit more than 2 consecutive defensive innings (one pitch constitutes an inning sat) Please refer to Baseball Alberta 15U 'A' rules for any other clarification
- Pitchers may not pitch more than four innings in a week.
 - IE if a player pitches four innings on Monday, they may not pitch again on Wednesday. If the player pitches two innings on Monday, they are only eligible to pitch two innings on Wednesday.
 - This will reset for the year end tournament and players will only be allowed to pitch four innings total in the year end tournament.
- Once a player assumes the position of pitcher, they cannot catch for the remainder of the game. If a player pitches in the first game of the day and is eligible to pitch again the same day, he may pitch or catch but not both.
- 15U: Base paths will be 80 feet and pitching distance will be 54 feet
- 18U: Base paths will be 90 feet and pitching distance will be 60'6"
- All other Baseball Alberta rules for the 15U & 18U Categories will apply