

## GENERAL RULES

- Game will consist of 7 innings for 13U/15U/18U and 6 innings for 11U/9U. They will be considered complete after 4 innings played (e.g. interference of weather)
- Maximum of 7 run/half inning rule. The inning automatically stops no matter how many outs there are and that half inning is over
- Fair play rule - a player may not sit more than 2 consecutive innings
- All players who are present and in uniform (unless injured or suspended) must bat/pitch and be played defensively. When a player arrives during the game, he is inserted in the last spot on the batting order. When a player leaves during the game he is removed from the batting order, no automatic out is counted. If a player cannot complete his at turn at bat the following batter will replace him with the same count. The replaced player can be reinserted back into the game if he is able to make his next at bat.
- If a player cannot complete his presence on base, he is replaced with the last recorded out. The replaced player can be reinserted into the game if able
- Offensive inning ends when 3 outs are recorded or when the offensive team scores 7 runs.
- No bunts are allowed - if there is a violation the ball is dead and a strike is called on the batter.
- Batters will be called on interference if they do not step out of the batter's box while the catcher is attempting to throw out a runner or there is a play at home plate.
- Unlimited substitution - players are allowed to move in/out defensively without restrictions except that if the pitcher leaves the mound to play another defensive position he may not return to the mound
- Forced play slide rule - the intent of the forced play slide rule is to ensure the safety of all the players. This rule pertains to a force play at any base regardless of the number of outs on any force play the runner must slide on the ground before the base and in a direct line between the two bases when there is a play at the base. This is at the umpire's discretion.
- All players shall wear double earflap helmets while at bat, in the on-deck circle and on the base paths in all age categories.
- Catchers are required to wear all protective gear; this includes warming up situations and practice.
- Any runner shall be called out, on appeal when:
  - After a fly ball is caught he fails to retouch his original base before he or his original base is tagged
  - With the ball in play, while advancing or returning to a base, he fails to touch each base in order before he, or a missed base is tagged.
  - he fails to touch home plate and makes no attempt to return to that base and home plate is tagged
  - any appeal under this rule must be made before the next pitch or any play or attempted play. If the violation occurs during a play which ends a half inning the appeal must be made before the defensive team leaves the field.
  - Infield fly any runner is out when - he is touched by a fair ball in fair territory before the ball has touched or passed and infielder. The ball is dead and no runner may score, nor advance, except runners forced to advance. If an infield fly touches a runner not on his base both the runner and the batter are out. The ball is dead and the runners may not advance
- One base shall be awarded to runners if a ball, pitched to a batter, or thrown by the pitcher from his position on the pitcher's mound to a base to catch a runner, goes into a stand or a bench or over/through a fence or backstop. The ball is dead.
- Pitch count, Coaches are to follow the pitch count guidelines specified by Baseball Alberta
- Minimum players: To keep in the spirit of good sportsmanship and to maintain the intent of this league all games will be played even if one team is short players. It is however our intent that the other team will then lend players to even up the two teams and a game will be played anyway. The team with more players can assist the team that is short by offering to take defensive positions for them when they are in the field but will bat in normal order with their own team.

- All coaches are encouraged to let the players experience playing all positions during the course of the season unless in the coach's opinion the safety of a player is jeopardized by playing a particular position.
- A courtesy runner for the catcher may be used when there are 2 outs in the inning, and the catcher is on base (this is designed to help speed up the game).

## 9U DIVISION SPECIFIC RULES

9U ball has two purposes;

1. Continue to build interest for the game of baseball
2. Develop skills to prepare players for the next level of baseball

This is accomplished by promoting a high level of active participation during games and providing players with the necessary fundamentals. **Coaches should focus on;**

- Throwing mechanics
- Fielding of ground balls
- Catching with two hands
- Hitting technique
- Base running
- Situational and positional awareness

**The 9U division is intended to provide a solid fundamental base while promoting good sportsmanship and fair play in a non-competitive atmosphere.**

### Equipment

All players must have their own glove and are encouraged to have their own batting helmet and wear protective athletic support

Cleats are recommended – no metal cleats.

### Game Play

- Games begin at 6:30 and run a maximum of five innings. No inning will start after 8 pm. It is advised that players arrive fifteen minutes prior to game for proper warm up.
- Scoresheets should be filled out to track player positions, batting order and score.
- Extra Practices not on the schedule can be held. Diamonds are usually available Friday to Sunday.

### Pitching

- Spring Loaded Pitching Machine will be used.
- Distance 40 feet from the front of home plate
- Note: take the time to pick balls of the same weight and make sure they are placed in a consistent orientation. You will see a notable increase in pitch location consistency. Hardballs are to be used.
- The speed should be set so there is a slight arc in the trajectory of the ball and the height of the pitch is in the batter's power zone upon arrival to home plate.
- A coach of the hitting team is to operate the machine.

### Batting

- All players on the roster will bat. Not all players may bat in a half inning as 3 outs or 6 runs ends the inning.
- The batter and on deck hitter must have a helmet.
- All players will be in the batting lineup at the start of the game.
- Each player will receive 6 hittable pitches.

- An out will occur if 3 strikes occur or the ball is not hit on the 6th pitch. A foul tip on the 6th pitch will award the batter another pitch.
- No walks, players are encouraged to swing the bat and learn to hit
- The machine operator can declare no pitch if, in their opinion, the ball is outside the hitting zone.
- Any ball striking the hitting machine, ball bucket, or coach is considered a dead ball and the batter will receive a single base. Runners advance one base as well.

### **Base Running**

- No leadoffs.
- Runners cannot leave base until contact is made with the ball. The team will receive one warning and any lead offs will be called an out.
- Runners may not advance on an overthrow to the pitcher between pitches.
- On a throw from the outfield, the ball is declared dead once an infielder has control of the ball, no further advancement of the runners can occur.
- Positional players can not obstruct a base runner from the base path, or from touching the base.

### **Defense**

- Players will be allocated one position per game on a rotational basis. Trying to rotate all players through various positions in a game can become very hectic in the dugout when every kid is asking where they will play every inning. Coaches can rotate players through positions if they choose to do so.
- Each player should be given the opportunity to play every position on the field throughout the season, with consideration given to the catching position. If no catchers are available a parent or coach can catch.
- No additional infielders permitted. A defensive player can be at the pitching position

### **Outs**

- Outs are awarded by;
- Three strikes – swinging or pitched strikes not swung at.
- Ball not hit on 6th pitch.
- Throwing to base for force out.
- Tagging baserunner.
- Catching of fly ball.
- Base runner leaving base early.

### **Other rules**

- No stealing or bunting
- No Infield fly rule
- The winning team shall be responsible to report the score to [wctbaseball@outlook.com](mailto:wctbaseball@outlook.com)
- No new innings to start with less than 10 minutes remaining in the allotted time slot
- The home team shall rake the diamond after completion of the game.

# 11U/13U/15U/18U Division Specific Rules

11U/13U/15U/18U ball has two purposes;

1. Develop skills to prepare players for the next level of baseball
2. Introduce a more competitive environment in which to develop

## **Equipment**

- All players must have their own glove and are encouraged to have their own batting helmet and wear protective athletic support
- Cleats are recommended – no metal cleats.

## **Base Running**

- 11U - Lead offs are not allowed. No runner can leave his base or attempt to steal the next base before the ball crosses home plate or is hit into play. Players may also advance when a pass ball or over throw occurs as the play is considered live and the ball is still in play. If there is a violation, the runner is returned to the previous base and the ball is dead. Rule applies to all bases including home plate. If an offensive team is ahead by 7 or more runs staling is no longer permitted.
- 13/15/18U – Lead offs are allowed. Players may also advance when a pass ball or over throw occurs as the play is considered live and the ball is still in play. Rule applies to all bases including home plate. If an offensive team is ahead by 7 or more runs staling is no longer permitted.

## **Batting**

- 11U – Players may not attempt to take 1<sup>st</sup> base after a missed third strike by the catcher, however the ball is live and players on base may advance at their own risk
- 13/15/18U – Players may attempt to take 1<sup>st</sup> base after a missed 3<sup>rd</sup> strike by the catcher when 1<sup>st</sup> base is unoccupied

## **General**

- The home team shall rake the diamond after completion of the game.
- All games start at 6:30 unless the start time is delayed by inclement weather.
- The home team must be the official scorekeeper of the game.
- Coaches must sign both game sheets at the conclusion of the game.
- The winning team shall be responsible to report the score to [wctbaseball@outlook.com](mailto:wctbaseball@outlook.com)
- No new innings to start with less than 10 minutes remaining in the allotted time slot