

ATOM Rules for House League

Field Dimensions/Equipment:

- Bases are forty-five (45) feet apart.
- The pitching mound is thirty (30) feet from home plate.
- Balls being used are 11" red dots
- The HOME team for each game will supply the game balls. Meaning one (1) brand new game ball and one (1) gently used practice ball or previously used game ball.
- All batters must wear a batting helmet with a face mask while warming up in the on deck circle, on the field batting and/or while on the bases.
- All players at the position of catcher must be wearing appropriate catchers equipment – Meaning a catchers helmet, chest protector and shin pads.
- Any player off the field warming up a pitcher that is getting ready to enter the game MUST, at minimum, wear a full catcher's mask to warm up a pitcher.

Game Times:

- All games will be a limit of one (1) hour and thirty (30) minutes in length – ninety (90) minutes total.
- Any game that completes the third (3rd) inning of play will constitute an official game played.
- *No new inning is to start after the seventy-five (75) minute mark.
- *Rain out games will NOT be made-up/rescheduled.
- Each half inning will consist of either three (3) outs or a total of six (6) runs by the team batting. Which ever happens first.

Uniforms:

- Every Player will be expected to be wearing their team jersey/shirt and team hat for games. (However, a player will not be denied the ability to play if either their team shirt, team hat or both are not present.)
- All players MUST be wearing long pants for games. Baseball pants, track pants, “warn-up” pants are permitted – Shorts are not permitted. (Any player arriving to the game that is not wearing pants will NOT be permitted to play.
- Appropriate footwear is required. Running shoes or cleats (with plastic spikes) are permitted. Sandals, crocks, boots, open toed shoes, cleats with metal spikes are NOT permitted. A player not wearing the appropriate footwear will NOT be permitted to play.

Substitutions:

- The minimum number of players needed to start a game is seven (7) players on each team.
- No player shall sit out for two (2) consecutive innings.
- Coaches may use four (4) outfielders while on defence.
- Free defensive substitutions apply.
- There are no defensive coaches on the field – Except: There may be one defensive coach positioned behind the catcher in order to throw and missed balls by the catcher back to the pitcher. This is an optional rule for coaches and is meant to simply speed up the pace of the game.
- Filling a roster that is short players – For league games any team can use a player of the same age or younger from within the Wilmot House League, South Perth or South Oxford. Teams may NOT use older players, players registered with North Waterloo and/or un-registered players when short players.
- Tournaments and year end playoffs – Players MUST be from a YOUNGER age group and must be from within the Wilmot House League. Also, must be a position player as added players may NOT pitch or catch for a team other than their own during tournaments and/or the year end playoffs.

- If one team shows up to the park with six (6), seven (7), or eight (8) players and the other team has ten (10), eleven (11) or twelve (12) players then the coaches, if agreed upon, can even out the teams by lending a few players to the team that is short on players. *This is not required by either coach/team. It is completely optional and MUST be agreed upon by both coaches/teams.
- Players arriving late to the game can be added to the bottom of the batting order without penalty.
- Injured players can be removed from play at any time without penalty. Injured players required to leave the game due to a minor injury i.e. bumps, bruises, scraps, minor cuts, etc. may NOT enter back into the game until the start of the next half inning. Any player leaving the game with a major injury i.e. concussion, sprain, break, active bleeding, etc. may not re-enter that game. Degree of injury determined in partnership by the player, the player's parents, the umpire(s), the player's coaches and any medical staff present/required.
- When there are (2) outs and the player that will be the catcher for the next half inning defensively is on base, the last out will be substituted to run so that the catcher can get their gear on. In short, two out, catcher on base as a runner, last out comes in to run for the catcher.

Pitching:

- ***Pitchers masks must be worn by any player pitching in a game.***
- **There are NO walks in this age group.**
- *A batter that is hit by a pitch has the option of taking first base or continuing to hit.*
- The (child) pitching will pitch either six (6) total pitches or four (4) balls to each batter. If the ball is put in play or the batter strikes out before the pitcher has thrown four (4) balls and before six (6) total pitches have been thrown then the coach from the batting players team does NOT enter the game during that at bat. However, if the (child) pitching throws either four (4) balls or six (6) total pitches to one batter, before the batter strikes out or puts the ball in play, then the batting teams coach enters the game to finish the at bat for that player. If the batting teams coach enters the game then the rules are as follows – If the batter has two strikes against them at the time that the coach enters the game then the coach can throw one (1) pitch to the batter. If the batter has less than two strikes against them (either one strike or no strikes) when the

coach enters the game then the coach can throw two (2) pitches to the batter. A batter with two strikes against them gets one (1) pitch from the coach and no matter where the pitch is the batter must put it in play or it is strike three (3). Same for a batter with one (1) or no strikes against them, they get two (2) pitches from the coach and must put one of those two pitches in play as any pitch from the coach that is not put in play is considered a strike. The only exception is that if with two (2) strikes the batter fouls off the third strike and any subsequent pitches then the coach will continue to pitch to that batter until the batter puts the ball in play or misses a pitch for strike (3).

- A batter can NOT run on third strike even if the catchers does not catch (drops) the ball on the third strike. However, a dropped ball on third strike is considered a live ball and runners on first and/or second base may advance.
- No pitcher may pitch more than two (2) consecutive innings at a time.
- No pitcher may pitch more than four (4) innings in one game.
- If a pitcher pitches to one batter during a game that one batter constitutes one inning pitched for the purpose of the consecutive innings and maximum inning rules.

Umpires:

- A minimum of one (1) umpire is required to play a game. However, if an umpire does not attend for any reason and a parent(s) is willing to umpire the game and it is agreed between both coaches then that game shall proceed with the parent(s) as the umpire(s).
- A parent may be used as a second umpire if agreed upon between the coaches and the umpire presiding over the game.
- No certification is required to umpire at this level.

General Game Rules:

- Stealing – the runner on base can leave the base they are occupying once the ball crosses home plate on a pitch and not before. *There is NO Stealing of Home Plate even if the catcher misses the pitch.

- Stealing is only permitted at second and third base. There will be no stealing of home plate permitted.
- There will be NO straight stealing of home plate. To advance to home plate the ball must be put into play or there is a bases loaded walk
- A runner can advance to second and/or third base on a wild pitch/passed ball. A runner may NOT advance to home plate on a wild pitch/passed ball.
- Furthermore, a base runner can advance one base on a stolen base, wild pitch or passed ball with no subsequent advancement if there is a bad throw. That being said, again there is NO advancement to home plate on a wild pitch or passed ball.
- If a ball is put in play (hit) and there is an overthrow when attempting to get the runner out at the base he/she is attempting to reach: 1) If the overthrow stays in play then it is at the runners detriment if they try to advance to the next base on the overthrow 2) If the ball goes out of play on the overthrow then the runner gets to advance one additional base. (i.e. runner is running to first and the throw goes over the fence out of play or in the dugout the runner would be advanced to second base) There is a one base maximum advancement and any overthrown ball whether it stay in play or goes out of play.
- Sliding is allowed at second base, third base and home plate. Sliding of any kind will NOT be permitted at first base. If a player slides into first base then that will result in an automatic out for the player that slid into first base.
- *If there is a runner between bases then the play is not over. If the base runner is in between bases then simply throwing the ball to the pitcher does NOT end the play. If the base runner has reached base and is on a base and the ball ends up with the pitcher then that play is over and the runner cannot advance any further on that play. If the base runner is between bases then the play is not over. In the event that a base runner is between bases and the defensive team simply throws the ball into the pitcher the defensive team is conceding the advancement of the base runner to the base he/she is proceeding towards. Throwing the ball to the pitcher with a base runner between bases will NOT results in the base runner being called out.
- That being said, once the base runner has obtained the base they were attempting to obtain and the pitcher has the ball, any “baiting” of the pitcher (i.e. leaving the base in an attempt to goat the pitcher into making a bad throw) will NOT be permitted, will be considered leading off and the base runner will be called out.

- NO infield fly rule.
- There is NO bunting at the Atom age level. A full swing is required for a legal hit.