



The rules set out below shall apply to the 7U/T-Ball division of the Annette Baseball Association (ABA).

ABA Philosophy

The Annette Baseball Association is committed to providing a fun, safe and positive environment for its players to develop as baseball players and individuals and to enjoy the game of baseball. All players in 7U/T-Ball House League shall have an equal amount of playing time, regardless of ability.

1. Rules of Conduct

- 1.1. Polite, civil, and respectful behaviour is required of all players, coaches, officials, parents and spectators.
- 1.2. Players and coaches are not permitted to harass or direct any discourteous remarks at the umpires, coaches, or any member of their own team or the opposing team.
- 1.3. Anyone engaging in conduct contrary to the spirit of good sportsmanship in baseball shall receive a single warning from the appropriate person in authority. If the offence is continued, the offender will be removed from the game.
- 1.4. Anyone removed from the game must leave the playing field and, if directed by the umpire or the appropriate person in authority, the spectator area. Failure to do so could result in forfeiture of the game.
- 1.5. Behaviour should reflect that we are all part of the Annette Baseball Association, regardless of which team we may be assigned to, or whether we are officials, parents, players or coaches.
- 1.6. Smoking is not permitted in the spectator areas, around the baselines, or on or near the playing field.
- 1.7. Consumption of alcohol is not permitted in the spectator areas or anywhere in view of the playing field or practice areas.

2. Teams

- 2.1. Teams will be determined by the Convenor and coaches at the beginning of the season. Every effort will be made to balance the teams in terms of player skills. It may become necessary after the start of the season to move players to different teams so that all teams have relatively equal skills. The Convenor has the final say in such matters.
- 2.2. Any player who registers late will be assigned to a team by the Convenor after consultation with the 7U/T-Ball coaches.
- 2.3. A team shall comprise of a minimum of 10 players and a maximum of 14 players, all signed to team rosters.
- 2.4. All players in uniform must be put in a continuous batting order.
- 2.5. Each team shall have a catcher, a first baseman, a second baseman, a third baseman, and a shortstop. All other players shall play in the outfield.
- 2.6. Players must alternate their playing position each inning. All players are to be given equal opportunity in the infield and outfield. A player cannot play the same position 2 innings in a row.

3. Games

- 3.1. Games start at 7:00 pm on Thursdays. Players are expected to arrive early to warm up and prepare for the game. Coaches are also expected to arrive sufficiently early to prepare for the game. Both teams are responsible for field set up.
- 3.2. No new inning shall start after 7:45 pm. For the purposes of this rule, an inning shall be understood to begin immediately after the final out of the previous inning.
- 3.3. When a game is called on account of darkness or weather, the final score will be based on the score at the end of the last complete inning played.
- 3.4. In order for a game to be deemed official and included in the standings, at least two complete innings must be played. If less than this is played, the game will be deemed to be a tie.
- 3.5. Each team shall keep score and shall provide the opposing team's scorekeeper with its batting order. The official scorekeeper shall be the home team's scorekeeper, in case of a dispute.
- 3.6. The home team shall occupy the bench on the first base side of the playing field. The visiting team shall occupy the bench on the third base side of the playing field.
- 3.7. Standings during the regular season are based on two points for a win, one point for a tie, and zero points for a loss.
- 3.8. If two teams are tied in the standings at the end of the season, the higher placed team will be the one that: (a) wins the season series against the other team in head-to-head matches; or (b) has the most wins. If the teams are still tied, a coin toss will be used to determine placement in the standings.
- 3.9. If three or more teams are tied in the standings at the end of the season, the placements will be based on the team with the most wins in the season. If the teams are still tied, a coin toss will be used to determine placement in the standings.
- 3.10. A game shall be forfeited by a team when it fails to have a minimum of 7 of its own players by the end of the first inning. If both teams fail to have 7 of their own players by this time, then both teams shall forfeit and are charged with a loss. If the number of players drops to 6 or few players at a game, then the game is forfeited to the other team.
- 3.11. Each game shall have 1 umpire positioned behind the second pitching rubber.

4. Equipment

- 4.1. Catchers are required to wear a mask with throat protector, helmet, chest protector, and shin guards during the game and during any warm-up.
- 4.2. The on-deck batter, the batter and base runners must wear a prescribed protective helmet. Chinstraps are mandatory and will be worn as designed by the manufacturer. Helmets may not be changed except after the inning has been completed, or the player has been retired or has crossed home plate.

5. Playing Field

- 5.1. The distance to the first pitching rubber from home plate is 44 ft.
- 5.2. Bases are set approximately 55 ft. apart.
- 5.3. The tee will be placed on home plate.
- 5.4. All games will be played with an OBA approved 65CC baseball.
- 5.5. The **Fair Play Line** is a line running from 1st to 3rd base through the middle of the pitcher's mound.

6. Playing Rules

- 6.1. The pitcher must be in contact with the first pitching rubber (44 ft. from home plate) when the batter makes contact with the baseball.
- 6.2. No defensive player will start a play in front of the fair play line.
- 6.3. All infielders must be 'inside the diamond' at the beginning of each play, and all outfielders must be 'outside the diamond' to start each play. Meaning, infielders will be on the home plate side of the baselines and in fair territory, and outfielders will be on the outfield side of the baselines and in fair territory.
- 6.4. The catcher shall begin each play in contact with the backstop fence.
- 6.5. Once the current batter is at home plate and is ready, the offensive coach will place the ball on the tee, at which time the umpire will begin the play by declaring 'play ball'. Any ball batted by a batter before the umpire declares 'play ball' will be declared a dead ball and the batter will return to home plate.
- 6.6. A **Fair Hit Ball** is any ball that in the umpire's opinion would have crossed the fair play line in fair territory even if it is fielded before the fair play line.
- 6.7. An **at-bat** will be declared official and complete if:
 - 6.7.1. a player successfully bats a ball in play, or
 - 6.7.2. a player attempts 5 times to bat a ball in play and is unsuccessful. If the player is unsuccessful in batting a ball in play, they will be declared out by the umpire.
- 6.8. ANY player that is in possession of the baseball on the infield can hold the ball above their shoulders, at which time the umpire shall call "Time Out."
 - 6.8.1. If a baserunner is attempting to advance to the next base, and a player holds the ball in the air to call timeout, it is up to the umpire to determine if the base runner was more or less than half way to that next base. If the base runner is further than halfway to the next base, the player will be awarded the next base. If the player is not further than half way, the player will return to the previous base.
- 6.9. If a baseball leaves the playing field, and ends up "out of play", the umpire will call "out of play" and the play will be declared over with no extra bases being awarded.
- 6.10. Any ball hit that in the umpire's opinion would not have crossed the fair play line shall be determined a **Dead Ball** and the umpire will call 'dead ball'. The batter will return to home plate to hit again.
- 6.11. If a batted ball is caught in the air in front of the fair play line, the batter will be called 'out'. However, if an attempted play is made on a ball in the air in front of the fair play line and the ball is not caught, it is the umpire's discretion as to whether or not it is a fair or dead ball, and the umpire will make the appropriate call.
- 6.12. Base runners cannot leave the base until the batter makes contact with the ball. If an infraction occurs, the ball will be declared dead and runners may not advance. One (1) warning will be issued and for any further infractions thereafter the runner will be called out. (Each team may receive 1 warning). No stealing allowed.
- 6.13. Any coach from the batting team will assist the defensive team's catcher in collecting the baseball.
- 6.14. An inning will consist of all players batting a minimum of once per inning. Each team will have an equal number of at bats (Example: Team A has 10 players and Team B has 7 players. Team B will have 3 players batting twice.)

- 6.15. The last play of each inning will be to home plate. On an offensive team's 'last batter', only the catcher may end the inning by touching home plate with the baseball in their possession.
- 6.16. Batters must drop the bat and not throw it (intentionally or unintentionally) upon hitting the ball. Each team shall be entitled to one warning per game. After the warning, any further offences by a team shall result in the batter being declared out, the ball being dead and runners returning to their bases.