



The rules set out below shall apply to the 9U (Rookieball) division of the Annette Baseball Association (ABA). Where not covered below, the Official Rules of Baseball as published by Baseball Canada shall apply.

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 9U 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 9U coaches.
- 2.3. A team shall comprise of a minimum of 10 players and a maximum of 25 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, a shortstop, a left fielder, a right fielder, 1 pitcher and 2 centre fielders in the line-up.
- 2.6. When there are more players in attendance than are allowed to assume fielding positions, the extra players must take a turn sitting out each inning. All players must take a turn sitting out.

No player shall sit out for two consecutive innings. No player shall sit out a second time before all other players have sat out once.

- 2.7. 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 6:00 pm on Sunday & Wednesday. 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 on both nights. For evening games, this time limit will be earlier at the beginning and near the end of the season due to problems with darkness. 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 pitching machine.

4. Equipment

- 4.1. Shoes with metal cleats are prohibited.
- 4.2. Catchers are required to wear a mask with throat protector, helmet, chest protector, shin guards, cup and cup type supporter during the game and during any warm-up, machine set-up, etc.
- 4.3. 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 pitching machine is placed directly in front of home plate at a distance of 44 feet (over the pitching rubber).
- 5.2. An 8-foot diameter safety circle shall be marked off directly in front of home plate and its centre shall be 44 feet from home plate. No player is permitted to enter the safety circle, which is considered a dead ball area. Enter means that any part of the body enters the safety circle.
- 5.3. A battery and inverter will be utilized to power the pitching machine. In the event the battery or inverter becomes faulty, an electrical cord must run along or under the ground from the pitching machine to the electrical source (north diamond), or the coaches must pitch (south diamond). A ball that hits the cord outside of the safety circle shall remain live and in play.

6. Playing Rules

- 6.1. The pitcher must stand beside the pitching machine outside of the safety circle and behind the release point of the pitching machine, at a distance of 4 to 8 feet from the machine, until the ball is released from the machine.
- 6.2. Once the ball is released from the machine, the pitcher may move in front of the line, but may not move through the circle. Only the pitcher may return a live ball to the operating coach with runners on base. The pitcher must wear a NOCSAE approved batting helmet with a facemask and chinstrap attached as designed by the manufacturer. Neither the pitcher nor any other player may in any way break the plane of the 8-foot diameter circle around the machine whether stepping on the circle line or reaching into the circle while in an attempt to field a ball. Play will be called dead and 1 base will be awarded. All other forced runners will move 1 base.
- 6.3. Infielders can ask for time in the infield area. Time will be given at the umpire's discretion when continuous action from the play has stopped. NOTE: The ball does not have to go back to the pitcher before an infield may ask for time. Continuous action ends when the defense stops trying to field the baseball, and the offense stops trying to advance.
- 6.4. Until the ball is fed into the machine, outfielders shall position themselves at least 15 feet beyond the basepaths.
- 6.5. Each batter shall receive a maximum of 5 pitches as called by the umpire. The batter shall not be called out if the 5th pitch is called a foul ball. If a ball crosses the plate over the batter's head or bounces into the dirt, the umpire will not count it as a pitch unless the batter swings at the pitch.
- 6.6. Batters cannot walk or bunt. (Bunts are automatic outs.)
- 6.7. There shall be no passed balls or wild pitches.
- 6.8. 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.
- 6.9. If a batted ball hits the pitching machine or any adult in the playing field, then the ball is declared dead and the batter is awarded first base with the corresponding move of any base runners who may be forced to move. The coach feeding the machine must not interfere with

any play being made by the defensive team. Otherwise, the batter will be called out and the runners will be returned to their base of origin.

- 6.10. When a thrown ball hits the pitching machine or the cord within the circle, then the ball is declared dead and each base runner (including the batter-runner) shall advance one base from the time the ball becomes dead.
- 6.11. 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.) The last play of each inning will be to home plate. Once the ball reaches home plate the inning will be over.
- 6.12. The infield fly rule does not apply.
- 6.13. 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.