



2021 House Rules
U15 Bantam (13 & 14) and U18 Midget (15, 16 & 17)
Combined Division

Visiting Team:

- Set up field - Bases to be placed - field raked and lined.
- Dimensions - Midget: Bases 90 ft apart. Pitching distance 60.5 ft (10" rise) or Bantam: Bases 80 ft. apart, pitching distance 54 ft. (8" rise)

Home Team:

- Puts away all field equipment, rakes the field, and locks all gates, field house, concession, etc.

Equipment Requirements:

Players:

- Rubber or Metal cleats (optional but recommended – no sharpened metal cleats).
- Sliding pants (optional but recommended).
- Athletic supporter and helmets with chin straps are mandatory for all games and practices (Jock or Jill/Helmet straps)
- Baseball glove
- Shorts are not to be worn on the field
- Uniform is mandatory – including ball cap ****Shirts are to be tucked in at all times**** Coach and umpire to enforce
- Minimum 8 players needed to start the game with 15 minutes or forfeit. Forfeit score is 7-0. Coaches can decide to play a game, if a game is played, score from game stands.
- Bats – maximum size Bantam/Midget 42" long x 2 3/4" diameter. Taped 16" from handle. Wood or Wood Composite

Game and Field Rules:

- Games are to **begin on time as assigned** and will last 7 innings or 2 hours total from the scheduled start time (e.g. **6:30 pm start – 8:30 pm end**).
- **Scheduled game times will be strictly enforce by the Umpires**

- Time Limit- no new innings to start after 1 1/2 hours (e.g. **no new innings to start after 8:00 pm**)
- If an inning in progress does not finish within the allocated time of 2 hrs. the score of the previous inning will stand.
- **The last inning may be an open inning (but time limit is still in effect). If this inning is not completed within the regulation time, the previous inning score will stand.**
- Games ending in a tie will remain as a tie.
- **5** run limit per inning.
- A **10** run mercy rule will be in effect after the 5th inning or the open inning. (**To be enforced by the Umpires**).
- Each team shall supply **one new ball** and **one good ball** to the plate Umpire for game play.
- Batters are allowed to run on dropped 3rd strike (exception: Batter is out when a third strike is not caught by the catcher when 1st base is occupied before 2 are out. If 2 are out and 1st base is occupied, runner on first and batter can run, as no advantage for double play exists)
- The run does not count if 2 out and the last out is a force play. If a tag or timing play, the out must be after the runner crosses home plate for the run to score.
- Once a team is ahead by 10 runs, any of its base runners may only advance on a hit, walk or balk ball.

Base Stealing Rules:

- Slide and avoid rule is in effect.
- Head first sliding is permitted but not recommended.
- House rules override www.bcminorbaseball.org. However, if a rule is not in the house rules refer to BC Minor
- Baseball Rulebook at previous link. If there is still an issue with rulings, please refer to Baseball Canada www.baseball.ca.

Pitching

- A maximum of 8 warm up pitches are allowed when a pitcher is replaced in an inning under normal play. If a pitcher is replaced due to injury the replacement pitcher may have as many pitches as needed to warm up at the discretion of the umpire.
- No fake throw to first or third by pitcher while touching the pitching rubber, this will be considered a Balk. (as per Official Rules of Baseball 8.05)

From 2015 BC Minor Rule Book (Spring Season)

15U (Bantam)

1-35 pitches = no rest

36-65 pitches = 2 nights rest

66-85 pitches = 3 nights rest

18U (Midget)

1-45 pitches = no rest

46-65 pitches = 2 nights rest

66-100 pitches = 3 nights rest

Note #2: Pitches thrown in warm-up, bullpen, or ruled no pitch by the umpire because time was called prior to the pitch, or thrown when ruled no pitch due to a

balk does not count towards pitch count.

Note #3: Pitch count is recorded after each game. A pitcher who requires rest after the first game of the day cannot pitch in the second game. Example: A 15U (Bantam) AAA pitcher who throws 50 pitches in game one is ineligible to pitch in game two.

Note #4: "If a pitcher has two appearances in the same day his total pitch count for the day is combined for the purpose of rest. Example 1: A 15U (Bantam) AAA pitcher who throws 30 pitches in game one and 40 pitches in game two has thrown 70 pitches for the day and requires 2 nights rest.

Note #5: "The following is a definition of a night's rest. Example: Pitcher requires three nights rest after throwing a 1PM game on a Sunday. Pitcher rests Sunday night, Monday night, and Tuesday night and can pitch when he wakes up on Wednesday morning.

23.02 Exceeding Limits to Finish Batter

A pitcher is permitted to exceed the maximum limit (for a day) to complete pitching to a batter.

Note #1: Example #1: Pitcher starts a hitter at 43 pitches. At the end of the hitter the pitcher has thrown 47 pitches and the pitcher is removed. The pitcher's pitch count is recorded as 47 and he requires two nights rest. Example 2: Pitcher starts a hitter at 93 pitches. At the end of the hitter the pitcher has thrown 97 pitches. The pitcher must be removed and his pitch count is recorded as 95.

23.03 Pitching on Consecutive Days

Pitchers are not permitted to pitch on four (4) consecutive days. A player can only pitch on a third (3rd) consecutive day if ALL the following conditions are met....

- (i) Games are during Spring Tournaments, Summer, Single Seasons or Provincials
- (ii) His/her total pitch count on the 2 previous days does not exceed Spring "no rest" limit during Spring and does not exceed the Single Season or Summer Season "no rest" limit for his/her Division as defined under Rule 23.01.

Example: A 13U pitcher may only pitch on a 3rd day, if his/her combined total for days 1 and 2 does not exceed 35 pitches.

23.04 Pitching and Catching on the same day

Pitching and catching on the same day is permitted at all age divisions in league and championship play between B.C.B.A. teams unless a tournament is a Western or National hosted in BC, in which case the current Canadian Baseball Rule applies

NOTE: QMBA in house rule is the pitcher and catcher may not swap positions in the same defensive inning, the switch must be made between innings, this to avoid delays in the game while the catching gear is changed.

23.07 Pitcher Removed

A pitcher may not pitch twice in the same game. A pitcher who is removed for a pinch hitter or pinch runner during an offensive inning is considered to have been removed from the game as a pitcher for the purpose of this rule.

NOTE: Once a pitcher has been removed from the mound and replaced by a player on the bench the original player may not pitch again in the same game.

NOTE: A pitcher may pitch twice in the same inning. The pitcher may change positions with any position, except catcher, in the same inning and then switch back again. This is only allowed once per inning. If the replacement pitcher starts the next inning the original pitcher may not pitch again in the same game.

Players:

- All players bat.
- Unlimited entry.
- No player shall sit more than 1 consecutive innings.
- No player shall sit twice until all players have sat at least once, during schedule
- All players must have the opportunity to play at all positions, if capable or is safe to do so.
- Minimum 8 players needed to start the game with 15 minutes or forfeit. Forfeit score is 7-0. Coaches can decide to play a non-league game for fun, score from forfeit still stands. Umpires will still be paid but can opt to leave the forfeited game. If both teams are short players, the coin toss will decide the forfeit winner.

Coaches:

- Arguing with umpires, or other coaches will not be tolerated

New BC Minor rule for approaching the umpires as per Sec. 1.11:

Coaches may:

- (a) ask for an interpretation of a rule by asking the Umpire to approach at a neutral location – the decision to accommodate will be at the discretion of the Umpire
- (b) approach the Umpire to make a substitution on defense or offence
- (c) approach the Umpire to protest a game based on an interpretation of the Rule of baseball

Coaches and/or Players may NOT:

- (a) approach an Umpire during or after a game at any time, unless the three (3) above points have been satisfied
- (b) harass or verbally abuse any official on the field of play during or after any game

- Coaches are responsible to control their own team players, parents and fans.
- Fans abusing umpires or coaches can result in team forfeit. Forfeit score is 7-0. No game played once forfeited.
- Home team coach is responsible for stands and controlling parents. Once a coach is warned by an umpire to control stands, the coach has 2 minutes to resolve any issue by removing the problem or else forfeit.
- Sign umpire timesheet.

Team Duties:

- Each team is to supply one scorekeeper for their team.
- In the event umpires are not scheduled for the game or unavailable, the home team will supply the plate umpire and the visiting team will be responsible for the 1st base umpire.

Scores and Scorebooks:

- Scorebooks are to be maintained by all teams.
- All Score sheets are kept by the Coaches and turned in to the Division Coordinators at the end of the season.
- Umpires get game slips signed by both coaches, then submit for payment.

No tobacco products on or off the field, this includes all spectators.

Dugouts must be *swept and cleaned* following games or practice use.

All complaints are to be directed to the Division Coordinator prior to informing the Executive.

All complaints must be made in *written form*.