

SOO MINOR BASEBALL ASSOCIATION

RULES AND REGULATIONS



Revised May 31, 2026

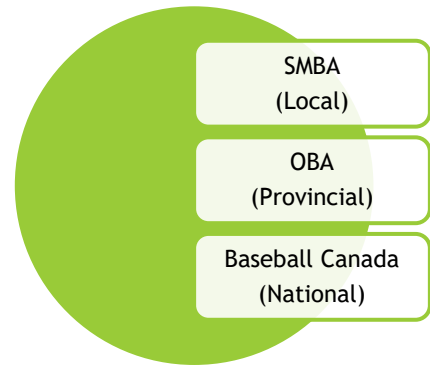
Table of Contents

R. 1	RULE HIERARCHY	3
R. 2	DEFINITIONS:	3
R. 3	COMPETITIVE STREAM TEAMS	4
R. 4	CONDUCT	4
R. 5	FIELD DIMENSIONS	6
R. 8	GAMES - DURATION	9
R. 9	GAMES - COMPETITIVE VS HOUSE LEAGUE EXHIBITION	11
R. 10	GAMES – QUANTITY OF FIELDER PLAYERS	11
R. 11	PITCHING RULES – ALL DIVISIONS	13
R. 12	T-BALL & JR 9U RULES AND REGULATIONS	16
R. 13	ADDITIONAL 9U RULES AND REGULATIONS	17
R. 14	DEVELOPMENT GAME 9U RULE CHANGES	20
R. 15	ADDITIONAL 11U RULES AND REGULATIONS	24
R. 16	MID-SEASON TOURNAMENT & PLAYOFF RULES	25

R. 1 RULE HIERARCHY

R. 1.1 The Soo Minor Baseball Association (SMBA) is a member association of the Ontario Baseball Association (OBA) known as Baseball Ontario. The OBA is a member association of Baseball Canada.

All rules are intended to follow the established governance hierarchy: SMBA (local) to Baseball Ontario (provincial) to Baseball Canada (national). Where a rule, clarification, or amendment does not exist at the SMBA level, the rules of the next highest governing body apply.



R. 1.2 **Where Competitive Teams are participating in OBA Sanctioned games, OBA Rep or Select Rules apply**

Official Rules of Baseball (currently 2022 Season)

<https://ondeck.baseballontario.com/page/3013/official-baseball-rules>

Baseball Ontario Rules (currently 2026 Season)

<https://ondeck.baseballontario.com/page/5941/oba-procedures-playing-rules/20369/oba-procedures-and-playing-rules>

Rep Division Playing Rules

<https://ondeck.baseballontario.com/page/5937/rep-division-procedures-playing-rules/20363/rep-division-playing-rules>

Select Division Playing Rules and Provincial Tournament Rules

<https://ondeck.baseballontario.com/page/5938/select-division-procedures-playing-rules/20365/select-division-playing-rules-and-provincial-tournament-rules>

R. 2 DEFINITIONS:

R. 2.1 Bench Staff

Any coach, assistant coach, Team Official, or team volunteer acting from the dugout during a game.

R. 2.2 Team Official

Any coach, assistant coach, Team Official, or team volunteer approved by SMBA. A “Head Coach” is to be identified each game.

R. 2.3 Board of Directors (BoD)

The elected group is responsible for oversight of league operations, policy decisions, discipline, and rule interpretation. “Voting” and “Non-Voting” Directors are defined in Article 7 of the Constitution.

R. 3 COMPETITIVE STREAM TEAMS

- R. 3.1** All competitive stream teams are governed by the SMBA.
- R. 3.2** During any inter-league or exhibition play involving SMBA teams which do not fall within OBA Sanctioned regulations, SMBA House League Rules shall take precedence.
- R. 3.3** Where a rule in the Ontario Baseball Association (OBA) regulations conflicts with an SMBA rule, the SMBA rule will govern for the duration of that game.

R. 4 CONDUCT

- R. 4.1** All Team Officials, players, and individuals are expected to respect the authority of the League Executive and game Officials.
- R. 4.2** A player who, in the judgment of the umpire, intentionally injures or attempts to injure another player, coach, official or spectator, shall be immediately ejected and shall be suspended indefinitely.
- R. 4.3** Runners are instructed to slide or attempt to avoid making contact with a fielder. A player who maliciously runs into another player is to be declared out (unless they have scored prior to committing the infraction) and is to be automatically ejected (whether declared out). Contact shall be considered malicious if:
 - a. the contact is the result of intentional excessive force, and/or
 - b. there is an intent to injure.

Malicious contact is to be penalized whether committed by an offensive or defensive player. The Umpire shall determine whether contact was avoidable or unavoidable – whether the runner was trying to reach the base/plate or attempting to dislodge the ball from the fielder. If the runner; a) could have avoided the fielder and reached base or b) attempted to dislodge the ball, then the runner is out even if the fielder loses possession of the ball.

The ball is dead and all other runners shall return to the last base legally occupied by them at the time of the contact. If the fielder blocks the base path, the runner may make contact, slide into or collide with the fielder if the runner is making a legitimate attempt to reach the base/plate. If the collision is flagrant, the runner is called out and ejected.

The ball is declared dead. If the defensive player blocked the base path clearly without possession of the ball, obstruction shall be called. The runner is safe and a delayed dead ball is called. If the runner collides flagrantly, they shall be declared safe due to obstruction but shall be ejected. The ball is dead.

- R. 4.4** A Team Official has jurisdiction to discipline their players by affecting their position in the field (within reason & within the scope of the playing time rules) or position in the batting order. This discipline may be the result of breaking team rules or for displaying disrespectful behaviour towards fellow teammates, opponents, Team Officials, umpires, parents & volunteers.
- “Team rules”, as outlined in this rule, must be communicated to both parents, players, and the League Convenor, and should be reasonable in the scope of this being house league baseball. The Team Official should make note of such disciplinary action (date, opponent, reason for discipline, result of discipline), and should it become habitual with a given player, the Team Official is to advise the League Convenor as soon as possible verbally, and the executive in writing, stating the reasons that multiple disciplinary actions were taken against a given player.
- R. 4.5** Should discipline beyond the scope of what is outlined here be warranted, the Team Official should request a disciplinary meeting with the League Convenor, the affected player and their parent/guardian. A Voting Director of the Executive must be present.
- R. 4.6** If a player or team official is ejected by the umpire from an official SMBA game, the player or team official will be automatically suspended from participating in the team’s next scheduled game. THIS WILL BE A MINIMUM PENALTY and may be extended as determined by SMBA Executive. All ejections must have a report submitted to the Umpire in Chief by midnight the day of the game.
- R. 4.7** A suspended player or team official may not be present in the dugout area (or have influence on the field activities) prior to, during, or after the game from which they have been ejected or suspended. Failure to abide by the above rule shall result in further suspension as determined by SMBA Executive.
- R. 4.8** All suspensions must be served. If a suspension cannot be completed in the current season, the balance is to be served the following season.
- R. 4.9** Players, Team Officials, and umpires must refrain from using profane language, smoking or drinking alcohol in and around the playing areas. Penalty for this will be immediate ejection from the game for players or Team Officials and may result in the loss of accreditation for umpires.
- R. 4.10** A Team Official may only communicate positive instruction to any players on the field.

R. 5 FIELD DIMENSIONS

- R. 5.1** Unless the game is OBA Sanctioned, SMBA field dimensions take precedence over both OBA and Baseball Canada. Unless otherwise listed, all SMBA age groups shall use regulation field dimensions. The following SMBA-specific field dimensions apply:

Age Group	Mound	Bases
Regulation	60' 6"	90'
13U	50'	75'
11U	44'	65'
9U	44' (center point of 8' circle)	65'

- R. 5.2** Local SMBA park-specific ground rules, safety modifications, or operational constraints shall also take precedence and must be published annually for all teams, coaches, and umpires.

R. 6 PROTEST AND DISCIPLINE

- R. 6.1** Excluding any competitive stream games, SMBA has adopted the no-protest rule.
- R. 6.2** SMBA Executive has the right to discipline any individuals not complying with the mission statement or rules set forth by SMBA.

R. 7 GENERAL RULES – ALL DIVISIONS

- R. 7.1** No team official or member of the bench staff is to leave the dugout except when time is called.
- R. 7.2** Team officials, or players may coach 1st and 3rd bases at their discretion but must remain within the boundaries of the base coach box during all live ball situations, unless avoiding contact with a runner or fielder. If no boxes are outlined, then they are to remain at least 6 feet away from the foul lines.
- R. 7.3** There will be no noise or verbal comments by team officials, players, or spectators that may interfere with the game. The penalty will be an ejection from the game or field.
- R. 7.4** Umpires are not to approach the players when a violation of a rule is committed. They are approaching the Team Officials of the team concerned.
- R. 7.5** Only the registered coaches, one batperson, and one scorekeeper will be allowed on or behind the players' bench area per team. Absolutely no parents, (other than registered coaching staff), will be allowed in the bench area.

- R. 7.6** All players, and any individual acting as bat boy/girl or base coach under the age of 18, shall wear a protective helmet while performing duties as a base coach. It is recommended that all individuals performing duties as a base coach wear a protective helmet.
- R. 7.7** Athletic support cups (preferably of metallic fibre or plastic) must be worn by all players during games and practice sessions. All players must provide themselves with this type of protection. Umpires and Team Officials have permission to verbally check with the players and disallow them to play if they are not so equipped.
- R. 7.8** All catchers are required to wear an approved mask with throat protector, helmet, chest protector, shin guard, and athletic cup during practice, games, any warm-ups, or machine setting. This includes team officials or players; however, Team Officials may opt to only wear a catcher's mask.
- R. 7.9** Batter, on-deck batter, and all base runners must wear prescribed batting helmets.
- R. 7.10** Where a helmet is mandated, by **R. 7.9**, chinstraps are mandatory and must be fastened.
- R. 7.11** Helmets may only be removed:
- a. After the inning ends
 - b. After the player is retired
 - c. After crossing home plate
- R. 7.12** If a base runner intentionally knocks off their protective helmet, they will be called out.
- R. 7.13** Uniforms provided by SMBA should always be worn for games. The uniform traditionally includes a hat, pants and a jersey.
- R. 7.14** The wearing of shoes with metal spikes is prohibited in all divisions below 18U, unless allowed while competing in an OBA sanctioned game per **R. 1.2**. Molded rubber-cleated shoes are permitted in all divisions.
- R. 7.15** In all divisions above Jr 9U, a courtesy must be substituted for a runner on base who is scheduled to catch the following half inning. The courtesy runner will be the last player that was called out. The catcher will return to the dugout and immediately get the catcher equipment on to avoid a delay in the starting of the next inning
- R. 7.16** Coaches are not required to be in uniform. Where possible, Coaches should wear a T-shirt of the colour matching their team if an official jersey is unavailable.
- R. 7.17** All games and practices will be played as scheduled unless an official SMBA cancellation is issued by 4:00 PM.

R. 7.18 A game in progress may be called by the Umpire due to adverse conditions or if there is a significant injury to a player. All SMBA games follow the Baseball Canada Safety Guidelines and the OBA Lightning & Weather Policy without modification.

This includes, but is not limited to:

- Suspension of play at the first sound of thunder
- Mandatory shelter procedures
- The 30 minute “last thunder” rule
- Field safety assessments
- Heat and environmental safety protocols

Umpires and coaches must apply OBA and Baseball Canada weather policies as written **OBA Severe Weather Policy / Heat-Related Illnesses Guidelines / Air Quality Index and Sport Safety**
<https://www.playoba.ca/safety>

R. 7.19 A team will wait 15 minutes past the start time for the opposing team to field 8 players. A delay of more than 15 minutes will cause that game’s forfeiture. (Score 7-0)

R. 7.20 Following a game being called a forfeit, the teams will have a “Fun Game”. If a player arrives after **R. 7.19** has been recorded, (for the team that could not field 8 players), the game remains a forfeiture. Umpires remain and officiate the fun game.

R. 7.21 Pre-Game Warm-Up

Away team is permitted to utilize the infield for 10 minutes, to up 10 minutes prior to the scheduled game time. The Home team is permitted to use the infield for 10 minutes prior to the scheduled game time.

Both teams may be on their side of the outfield for warm up activities during this time.

Teams arriving late lose warm-up time

R. 7.22 The Team whose dugout controls the scoreboard will be responsible for its’ operation.

R. 7.23 All players on a team that are present for a game are to be included in the batting order, whether they are playing in the field or not. Players showing up late must be placed at the bottom of the batting order and must be permitted to play.

R. 7.24 For all divisions above Jr 9U, excluding Open 18+, no player shall play the same position more than twice in a game. Each player shall play an Outfield position at least once in the first four innings of a game. No player shall sit twice until all players have sat once. If a team is in violation of this rule, they may be forced to forfeit the game.

Amended June 1, 2026 *Pitchers and catchers are excluded from the “twice in a game” in compliance with [R. 11.4](#)*

R. 7.25 Sliding is permitted at any base except for a batter’s initial advance to 1st in all age divisions. Coaches are encouraged to develop safe sliding techniques, avoiding headfirst dives.

R. 7.26 All teams shall abide by OBA Policy “[Position on Music at Games](#)”

R. 7.27 Double First Base (Safety Base)

Effective 2026, SMBA adopts the OBA’s Double First Base Policy A10.01 for the following age divisions:

<i>House League and Competitive Stream</i>		<i>House League</i>
9U	11U	13U
<i>where a field has a safety base is installed, regardless of division, safety base protocols are to be followed.</i>		

R. 7.28 For all official games, Plate Umpires shall take the designated quantity and standard of baseballs from the SMBA stock for each game. Except for 9U, where the home team shall supply a minimum of 5 approved baseballs for use during the game.

R. 7.29 Rosin bags are prohibited at all age levels.

R. 8 GAMES - DURATION

R. 8.1 The following chart outlines regulation games, open innings, and run limits:

Age Division	# of Innings (Complete)	# of Innings (Regulation)	Open Inning	Run Limit per Inning
TBall	n/a			
Junior 9U	n/a			
9U (Development)	5 (five)	3 (three)	none	none
9U (Competitive)	5 (five)	3 (three)	none	5 (five)
11U 16U 13U 18U	6 (six)	4 (four)*	none	5 (five)
Open 18+	6 (six)	4 (four)*	all	none

**3 ½ if home team is leading*

R. 8.2 Mercy Rule: At these thresholds, the game is declared complete. A game will end when the run differential exceeds the maximum number of runs the trailing team can score in the remaining innings, based on the 5-run per-inning limit:

Age Division	Mercy Rule
TBall	none
Junior 9U	none
9U (Development)	none
9U (Competitive)	15 (fifteen) after 3 innings or 10 (ten) after 4 innings*
11U 16U 13U 18U	10 (ten) after 4 innings*
Open 18+	none

**3 ½ if home team is leading*

R. 8.3 The following time limits shall apply; upon the hard curfew, if the game has met the minimum number of innings, the game shall be complete.

Age Division	No New Inning	Hard Curfew
TBall	60 minutes	
Junior 9U	60 minutes	75 minutes
9U	after 1 hour 15 minutes	1 hour 30 minutes
11U	1 hour 45 minutes	2 hours 00 minutes
13U		
16U		
18U		
Open 18+	2 hours 30 minutes	

R. 8.4 For double headers, the second game shall start 20 minutes after the first game is completed. Completion of each game shall be determined according to the preceding **R. 8.1** through **R. 8.3**

R. 8.5 Only the following are reasons under which the SMBA deems a game “Suspended” if the game has not met a regulated game number of innings:

- a. Light failure, malfunction of, or unintentional operator error in employing, a mechanical or field device or equipment under the control of the home club (e.g., a retractable roof, a tarpaulin, or other water removal equipment);
- b. Weather, if a regulation game is called while an inning is in progress and before the inning is completed, and the visiting team has scored one or more runs to take the lead, and the home team has not retaken the lead

R. 8.6 A forfeited game does not count as a suspended game.

R. 8.7 The game shall resume from the exact point of suspension. All runners count; on the batter and outs shall be exactly as at point of suspension.

R. 8.8 Any player who is absent from the completion of a suspended game shall be removed from the batting order and all other batters will move up 1 spot.

R. 8.9 Any player who is absent for the suspended game but present for the continuation shall be added last in the batting order for the continued game.

R. 8.10 Any player who has pitched in the suspended game shall not be allowed to pitch in the completion of the game unless the player was the pitcher of record at the time of suspension and is a legal player.

R. 9 GAMES - COMPETITIVE VS HOUSE LEAGUE EXHIBITION

- R. 9.1** House league teams playing competitive stream teams must be approved by the League Scheduler.
- R. 9.2** Unless agreed upon by both coaches, when competitive stream teams play House league teams:
- a. Base paths will be set for the higher division
 - b. Pitchers will pitch from their respective mound/distance
 - c. Rules for base running/stealing will follow the younger age group
 - d. The orange larger home plates will be used for 11U games
 - e. Results of these games will not impact the league standings.

R. 10 GAMES – QUANTITY OF FIELDED PLAYERS

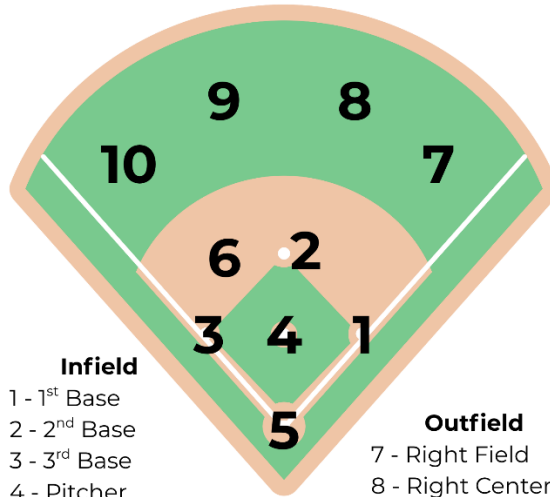
- R. 10.1** For SMBA play, the following provisions supersede Baseball Canada Rules 5.02 and 7.03 with respect to the number of defensive players and the minimum number of players required to start or continue a game. See:

Age Division	Minimum # of Players	Maximum # of Fielders	
TBall & Junior 9U		Any	
9U	Eight (8)	Ten (10)	
11U		Ten (10)	
13U		Ten (10)	
16U		Nine (9)	A pre-game mound agreement to decide if one-or-both teams to field 10 players where call-ups are used, or other rationale is provided. If coaches are unable to agree, Plate Umpire shall make the final ruling
18U			
Open 18+		Nine (9)	

- R. 10.2** All teams may call up house league players from the next division below. A Call-up List shall be maintained by the Registrar; however, teams may choose to call up any player one division lower. If players are not on the designated Call-Up list, permission must be obtained from the coaching staff of the player’s regular team for each game. The player’s regular team scheduled events shall be prioritized.
- R. 10.3** Call-up players may not pitch or catch in any game. They may participate in all other defensive positions and must receive equitable playing time consistent with SMBA rotation requirements.
- R. 10.4** Call ups permitted only when roster is 9 players or fewer for 9U / 11U / 13U; 8 players for 16U / 18U / 18+. Teams may only call up enough players to the maximum number of fielders per **R. 10.1**

R. 10.5 Configuration where a team has 10 fielders

10 Fielders

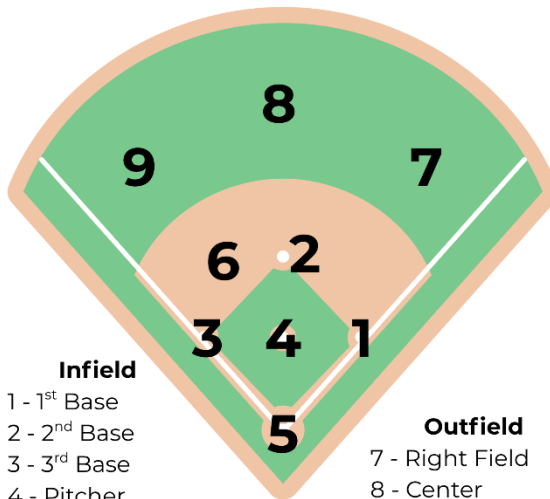


- Infield**
- 1 - 1st Base
 - 2 - 2nd Base
 - 3 - 3rd Base
 - 4 - Pitcher
 - 5 - Catcher
 - 6 - Short Stop

- Outfield**
- 7 - Right Field
 - 8 - Right Center
 - 9 - Left Center
 - 10 - Left Field

R. 10.6 Configuration where a team has 9 fielders

9 Fielders



- Infield**
- 1 - 1st Base
 - 2 - 2nd Base
 - 3 - 3rd Base
 - 4 - Pitcher
 - 5 - Catcher
 - 6 - Short Stop

- Outfield**
- 7 - Right Field
 - 8 - Center
 - 9 - Left Field

R. 11 PITCHING RULES – ALL DIVISIONS

- R. 11.1** Each team should develop as many pitchers as possible but must rotate a minimum of 5 pitchers.
- R. 11.2** In all cases, pitchers will be charged with the exact number of innings pitched. Any player assuming the pitching position in an inning is charged with an inning pitched.
- R. 11.3** Team Officials shall make pitching changes through the plate umpire and will keep a record of all pitchers' innings pitched.
- R. 11.4** A pitcher may not pitch more than 3 innings per game. A pitcher may not pitch more than 3 innings in one day (12AM to 12AM). If a pitcher pitches more than 2 innings in a day, they must have a full day rest (next day 12AM-12AM).
- A pitcher may not pitch any more than 5 innings in 1 calendar week (Sunday to Saturday).
- R. 11.5** Violation of this rule must be made known to the SMBA executive prior to midnight of game day. If a team is in violation of this rule, they will forfeit the game.
- R. 11.6** Any pitcher who deliberately throws at a batter shall be suspended indefinitely.
- R. 11.7** A pitcher once removed from the pitching position, shall not return to pitch in that game.
- R. 11.8** SMBA applies a local developmental restriction prohibiting intentional walks at the U11 and U13 divisions; all batters must be pitched to in these age groups.
- R. 11.9** OBA and SMBA both rely on Baseball Canada Rule 6.02 (Balks), as written with the Baseball Canada Age-Division Modifications for enforcement.

Baseball Canada provides the following Age-Division Modifications:

- 11U: No balks are enforced; umpires instruct and reset.
- 13U: One balk warning per pitcher; subsequent balks enforced.
- 15U/16U: One balk warning per pitcher; subsequent balks enforced.
- 18U+: Balks enforced with no warnings.

R. 11.10 Visits to the Mound Requiring a Pitcher's Removal from the Game

Written as the original Baseball Canada rules with SMBA amendments.

SMBA shall adopt the following rule pertaining to the visit of a Team Official to the pitcher:

- a. This rule limits the number of trips a Team Official may make to any one pitcher in any one inning;
- b. A second (third for 11U & 13U) trip to the same pitcher in the same inning without prior consent from the umpire will cause this pitcher's automatic removal from the game;
- c. A Team Official is prohibited from making a second (third for 11U & 13U) visit to the mound while the same batter is at bat.
- d. A Team Official is considered to have concluded his visit to the mound when they have returned halfway to the dugout.

R. 11.11 Limitation on the Number of Mound Visits Per Game

Written as the original Baseball Canada rules with SMBA amendments.

SMBA shall adopt the following rule pertaining to the visit of a Team Official to the pitcher:

- a. Mound visits without a pitching change shall be limited to 3 per team, per 6-inning game.
- b. For purposes of this a Team Official trip to the mound to meet with the pitcher shall constitute a visit.
- c. A player leaving his position to confer with the pitcher, including a pitcher leaving the mound to confer with another player, shall also constitute a visit, regardless of where the visit occurs or the length of the visit.

Visits by a Team Official or player to join a mound visit already in progress shall not constitute an independent visit. In addition, the following shall not constitute visits.

- a. Discussions between pitchers and position player(s) that occur between batters in the normal course of play and do not require either the position player(s) or the pitcher to relocate;
- b. Visits to the mound due to an injury or potential injury of the pitcher;
- c. Visits to the mound by position players that occur during a suspension of play pursuant to an umpire's call of "Time" (e.g., following an injury to an umpire or player; the presence of a spectator, object, or a member of the grounds crew on the field; a manager's initiation of Replay Review, etc.), provided that the mound visit does not otherwise delay a return to game action;
- d. Visits to the mound by position players after a home run, provided that the player returns to his position before the runner crosses home plate; and
- e. Visits to the mound by position players during an inning break or pitching change, provided that the mound visit does not prevent the pitcher from complying with any applicable inning break or pitching change time limits.

f. Enforcement of Mound Visit Limits:

A Team Official who crosses the foul line on his way to the mound after his team has exhausted its mound visits must make a pitching change, unless during the at-bat of a substitute pitcher's first batter, in which case the substitute shall continue to pitch only for the remainder of the at-bat.

If a Team Official believes an exception to the mound visit rule applies, he must confer with the umpire prior to crossing the foul line.





R. 12 T-BALL & JR 9U RULES AND REGULATIONS

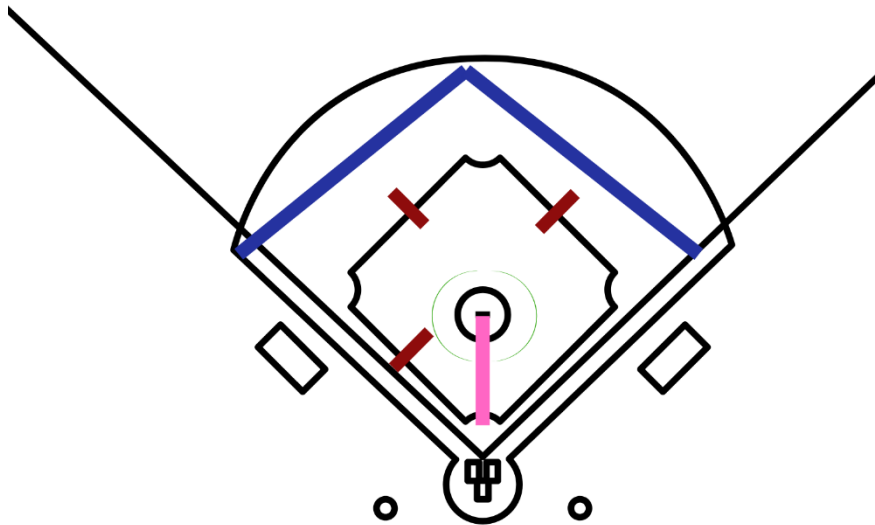
- R. 12.1** The intent of the t-ball division is to teach the basic skills and knowledge of baseball to children four - seven years of age in a fun and non-competitive atmosphere. There will be no scorekeeping.
- R. 12.2** The bases will be placed 50 feet apart. There will be a "playing line" running directly from 1st base to 3rd base (either real or imaginary). The 'pitching mound' shall be 44 feet from home plate.
- R. 12.3** For T-Ball, a "baseball tee" will be used for the batter to hit the ball from. For Jr 9U, baseball tees and a manual pitching machine shall be used to deliver the ball. As such, there will be no pitched balls, and no counting of balls and strikes.
- R. 12.4** The ball is in play after the batter has hit a fair ball.
- R. 12.5** A coach may call, at their discretion, a "dead ball" if they judge that the ball will not cross the playing line. All base runners must return to their original base.
- R. 12.6** The pitcher is to stand on the pitching mound until the batter makes contact with the ball. The pitcher must wear a batter's helmet. The pitcher is the only player that is allowed to cross the playing line to field the ball.
- R. 12.7** All runners must remain on the base until the batter makes contact with the ball.
- R. 12.8** The coach will call time out on all plays once an infielder has control of the ball and is making no further attempt to make a play on a base runner.
- R. 12.9** Every player present will get an at-bat each inning.
- R. 12.10** The team at-bat must inform the opposing coach of the last batter for each inning. For the last batter, the defending team's catcher must step on home plate while in control of the ball to end an inning. The pitcher is the only player allowed to cross the playing line to assist the catcher.
- R. 12.11** The defending team is allowed to field all players present, with all infield positions filled and remaining players in the outfield.
- R. 12.12** The catcher must wear a helmet and mask, chest protector, and shin pads.
- R. 12.13** Each team should try to have 4 Team Officials / assistants per game. Team Officials are allowed to be on the field to instruct their players.

R. 13 ADDITIONAL 9U RULES AND REGULATIONS

- R. 13.1** Except where further amended in “Development 9U Rules”, the following shall apply to all 9U games.
- R. 13.2** The field shall be played according to the following lines and guides, whether they are visible or not.

9U Field Lines & Guides

-  Lines shall be drawn to identify the half-way mark between 1st & 2nd, 2nd & 3rd, and 3rd & home
-  Lines shall be drawn to identify the 15' distance from the base path to the outfield. This may be adjusted to “guide lines” after mid-season tournament.
-  Pitching machine shall be 44' from the front of home plate
-  A “Safety Circle” shall be drawn with a 4' radius from the pitching machine (center) (8' diameter)



- R. 13.3** The team who is up to bat will have the pitching machine operated by one of their Team Officials. The operating coach is permitted to provide development tips to the batter at any time, so long as it remains constructive. The Umpire shall be responsible for issuing a warning whether this is abused or beyond the scope of development.
- R. 13.4** The pitching machine’s speed cannot be altered except at the end of an inning. Any tampering with the machines speed by the operating coach shall result in the coach’s immediate ejection. If the speed is erratic, the umpire may correct it at any time. Maximum speed is 40 MPH, and minimum speed is 35 MPH. The height may be adjusted at any time.

- R. 13.5** The operating coach shall not interfere with the play, or else the batter will be called out, and all runners return to their base of origin. In case of a third out, the side is retired.
- R. 13.6** No player is permitted to enter the safety circle, which is considered a dead ball area. Entering means that any part of the body enters the safety circle.
- R. 13.7** The pitcher must stand beside the pitching machine outside the safety circle and behind the point of release of the pitching machine.
- R. 13.8** The pitcher must wear a regulation-batting helmet with attached chinstrap.
- R. 13.9** The pitcher must not in any way break the plane of the 8-foot pitching circle whether stepping on the line or reaching in. Play will be called dead and one (1) base will be awarded. All other forced runners will advance one (1) base.
- R. 13.10** If the catcher/fielder throws a ball directly back to the pitcher at the pitching machine after a hit, the ball is dead whether the ball is caught or not.
- R. 13.11** Each batter shall receive a maximum of 5 strikes, as called by the umpire. Fouled balls count as strikes, and do not extend the at-bat.
- R. 13.12** If a batter does not hit a fair ball within 5 strikes, they strike out. There are no balls, and batters cannot be awarded a walk.
- R. 13.13** If the ball crosses the plate over a batter's head or bounces in the dirt, the umpire will not call it a strike unless the batter swings at it.
- R. 13.14** Bunting is not permitted. Bunts (attempted or successful) are automatic outs.
- R. 13.15** Except for a Home Run, any runner during any play will be allowed to run a maximum of two bases.
- R. 13.16** Base runners do not advance on an overthrow to any base, or a throw to the Pitcher or Catcher. The play ends following the completion of the current action.
- R. 13.17** If a batted ball hits the machine or any adult in the playing field, the ball is dead and the batter is awarded 1st base. All runners, if forced, advance one (1) base.
- R. 13.18** If the 10th batter hits the machine, the ball is dead, the batter is awarded 1st base. All other runners advance one (1) base, if forced, and the inning is over.
- R. 13.19** For all base running awards following a dead ball, the umpire shall determine if the runner was more than half-way to the next base.

- R. 13.20** Mid-point lines will be marked on the infield between 1st and 2nd base, 2nd and 3rd base, and 3rd and home plate. This will assist the umpire in determining the placing of the runners when time is called. If the player has crossed the mid-point line, they will be allowed to advance to the next base.
- R. 13.21** There shall be no passed balls or wild pitches.
- R. 13.22** The infield fly rule does not apply.
- R. 13.23** Base runners cannot leave the base until the batter makes contact with the ball. If an infraction occurs, one (1) warning (per team) will be issued per game. Any further infraction, the runner shall be called out.
- R. 13.24** Stealing is not permitted at any base, including home.
- R. 13.25** An inning shall be 3 outs, or a maximum of 10 batters.
- R. 13.26** The team at bat must inform the opposing team, and umpire, of the last batter for each inning. Failure to do so will result in a warning the first time, and the umpire may call the 10th batter out for subsequent occurrences if deemed malicious.
- R. 13.27** If there are 2 out when the 10th batter is up, any out or catcher tags home plate will end the inning.
- R. 13.28** Foul tip rules do not apply.
- R. 13.29** During regular season games there may be one infield coach and one outfield coach on the field to instruct only. At the pre-game mound meeting, coaches may request to have two coaches in the outfield but cannot have two in the infield.
- R. 13.30** Regular season games will only require a plate umpire.
- R. 13.31** The plate umpire shall stand behind the catcher. Where there is a 2nd umpire, they will stand in the traditional base umpire position.
- R. 13.32** For all games, the Home Team shall be responsible for providing 5 “game balls” in clean, game-ready condition. If the Home Team cannot provide game balls due to mismanagement of their seasonal allotment, they will forfeit Home designation for their next scheduled game. The opposing team will assume Home status.

R. 14 DEVELOPMENT GAME 9U RULE CHANGES

- R. 14.1** Rule amendments are in progress for the “Development” Games and will be updated as needed.
- R. 14.2** Where a Development Game is scheduled, both teams shall participate and follow the provided guidelines.
- R. 14.3** All Development games shall be overseen by an Umpire.
- R. 14.4** Any alterations to the format must be agreed upon by both teams.
- R. 14.5** No score shall be kept for Development Games.
- R. 14.6** 9U Development Game Guidelines:

PURPOSE

The goal of the 9U Development Game Format is to maximize:

- Repetitions
- Decision making
- Defensive movement
- Base running awareness
- Confidence
- Player engagement

The format is designed to create game-like learning opportunities without requiring advanced coaching systems or complex instruction.

GAME FORMAT

Offensive Rules

Continuous Batting Order

- All players bat every inning regardless of outs.
 - No player sits offensively.
 - The inning ends after all batters in the lineup have hit once.
-

Coach Involvement Rules

Defensive Coach Support

The defensive coach is permitted to:

- Instruct players during live play
- Freeze or stop the play briefly for teaching moments
- Reposition defenders
- Reinforce game situations in real time
- Support player engagement for infielders and outfielders by rolling or throwing a ball to play catch with players who would otherwise sit down or become disengaged when the ball is not hit to their position

The purpose is development and learning — not competitive advantage.

Development Priorities

The focus of this format should be:

- Learning over winning
- Repetitions over standings
- Confidence over outcomes
- Decision-making over perfection

Players should leave games having:

- Fielded multiple balls
- Made multiple decisions
- Run bases repeatedly
- Experienced multiple defensive positions

RECOMMENDED GAME LENGTH

- 5 innings
-

RECOMMENDED COACH APPROACH

Coaches are encouraged to:

- Keep the pace moving
- Prioritize encouragement
- Allow mistakes
- Use quick corrections
- Rotate players frequently
- Avoid over-specialization at 9U

The objective is long-term player development and enjoyment of the game.

First Base Safety Rule

For safety purposes:

- Coaches should not place players at 1st base who:
 - Are unable to catch consistently
 - Are fearful of the ball
 - Cannot safely receive throws

First base requires increased awareness and glove confidence due to the volume of throws received.

Mandatory Situational Base Runner Starts

To increase defensive learning opportunities, the following situational starts are mandatory during development games.

Inning 1

- Bases empty
- Standard game play

Inning 2

- Start with a runner on 1st base
- Development Focus:
 - Force plays at 2nd base
 - Defensive communication
 - Understanding force situations

Inning 3

- Start with runners on 1st and 2nd
- Development Focus:
 - Force plays at 3rd base
 - Defensive priorities
 - Decision making

Inning 4

- Start with bases loaded
- Development Focus:
 - Force plays at home
 - Communication under pressure
 - Understanding defensive responsibilities

Inning 5

- Start with a runner on 2nd base
- Development Focus:
 - Cut-offs and relays
 - Outfield awareness
 - Defensive positioning

Defensive Rules

Defensive Rotation System

All players must rotate through defensive positions during the game. The system is designed to ensure:

- Equal opportunities
- Exposure to multiple positions
- Better overall athletic development
- Balanced infield and outfield experience

Rotation Goals

- Players rotate between infield, outfield, and bench
- Players should not remain in the infield repeatedly
- Every player experiences multiple defensive roles
- Coaches may adjust for safety and confidence
- This rotation card is to be used by each team and handed in to umpires or convenor at the end of each game.
- Coaches may only write in names in the line up, not change position assignments.

[9U Development Rotation Cards](#)

Development Rotations have been provided for 10 – 14 player rosters

R. 15 ADDITIONAL 11U RULES AND REGULATIONS

- R. 15.1** An oversized orange home plate will be used. This plate will sit on top of the current white home plate.
- R. 15.2** All at bats will begin with a count of one ball and one strike.
- R. 15.3** No balks are enforced; umpires instruct and reset.
- R. 15.4** The batter is automatically out on a third strike, whether the catcher holds onto, misses, or drops the ball.
- R. 15.5** Stealing is permitted in two phases of the season. For the first part of the season, there is no stealing, to allow focus on pitching development.
- Following the Mid-Season tournament's completion, runners may steal, however, the runner may not leave the bag until the ball passes by, is touched by, or is missed by the catcher following a pitch.
- R. 15.6** Stealing Home is not permitted at any time during the season. The runner can attempt to go home once a play has been attempted on any base runner. A throw to the pitcher does not count, regardless of whether the pitcher catches the ball or not.
- R. 15.7** Teams will receive one warning from the umpire for each of **R. 15.5** and **R. 15.6**. After one warning is issued to a team, any subsequent lead-off violations will cause the runner to be called out.
- R. 15.8** When the pitcher has the ball and is back in pitching position, on the mound, it is expected the base runners return their foot to the base they are currently at. This signifies ending the play and sets up for the next pitch to be thrown.
- If a base runner is actively running between bases they may continue to advance to the next base but then must remain there if the pitcher remains in the pitching position, still has possession of the ball and is ready to throw their next pitch. If the pitcher throws the ball for any reason other than delivery of the next pitch, the ball is live again.

R. 16 MID-SEASON TOURNAMENT & PLAYOFF RULES

- R. 16.1** Tournament format shall be determined and posted with the announcement of playing dates.
- R. 16.2** Home team for each game will be determined via coin flip prior to the start of the game.
- R. 16.3** All games prior to the final or potential final game will follow the SMBA time limit, inning, run limit and mercy rules.
- R. 16.4** All final or potential final games will play regular season inning run limits but will have no time limit.
- R. 16.5** All games must be played until a winner is declared. Should a game be tied at the ending of a regulation or completed game, the following shall be in place for an extra inning:
- a. International tie-breaker rules to begin each extra inning. Last at bat in prior inning goes on 1st base, the second last at bat on 2nd base with zero outs.
 - b. Each extra inning will also adhere to the inning limits.
- R. 16.6** Competitive teams are not allowed to participate in the mid-season tournament or playoffs.
- R. 16.7** This rule overrides [R. 13.29](#) – Coaches are not permitted in the field during games.
- R. 16.8** This rule overrides [R. 13.30](#) – All games shall be umpired by both a plate and base umpire, where possible.

END OF RULES & REGULATIONS