



# Jim Lutton Hall of Fame House League Tournament Rules

## Eligibility

A House League Team from an OBA Select Member Association, including a maximum of 6 call-across players from comparable team(s) in the same Member Association will be eligible

Age Groups:      Age of player as of December 31 of the current playing season

9U	9 years old or younger
11U	11 years old or younger
13U	13 years old or younger
15U	15 years old or younger
18U	18 years old or younger

Female players are allowed to play one-year overage for any age group

## Ineligible Players

Ineligible players include any player rostered on an OBA Select team, Rep team, EBLO team, CPBL team, PBLO team or non-recognized team.

House League Players can play a maximum of 4 Select games or 1 weekend in a Select tournament (1 tournament can include up to 6 games).

Players who have played in 1 rep game or against one rep team may NOT participate. This includes a Select rostered player, used as a call up for a rep team.

Penalty for an ineligible player: Team is not eligible to play Sunday.

## Rosters

Bat boys / girls are not permitted

All rostered players and coaches must have OBA insurance

The association must submit their normal house league team roster(s) by June 30

The 6 call over players are to be added to one normal house league team for this tournament roster

Only players listed on this tournament roster are eligible to play in this tournament based on rule 1.1

Roster changes, including late additions, may be requested up to the end of the day Friday before the tournament begins (1 week prior)

The intention for this weekend is for normal house league teams to compete & have fun. This is not a championship or a development environment. Primary focus is fun & participation for all. OBA reserves the right to not permit development or specially assembled teams. Exceptions for development or specially assembled teams must be requested & may be made by the organizing committee, for those teams that are playing normal house league in a higher age group.

Any team or player who is playing in an older age group than their natural age must pitch according to the age of the player, not the age group of the team.

There is a limit of 18 rostered players and up to 4 rostered coaches on the bench

There will be a limit of 18 awards per team



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Head coach requirement to be on the bench for this tournament:

Recommended to complete the Safe Sport module (via Baseball NCCP profile)

Mandatory review of OBA concussion awareness materials to comply with Rowan's Law

[Link here](#)

## Official Rules & Code of Conduct Expectations

The rules for all scheduled games shall be the "Official Rules of Baseball" except as detailed in this document

All participants, including coaches, players, officials, parents, and spectators must always adhere to the appropriate Code of Conduct and promote positive aspects of the sport. Coaches must consistently display high standards of behaviour and be a positive role model.

Negative communication and interactions between participants will not be tolerated.

Verbal abuse of umpires under 18 years old will result in immediate ejection.

[Link here OBA Coach Code of Conduct](#)

[Link here OBA Player Code of Conduct](#)

[Link here OBA Parent Code of Conduct](#)

## Definitions

Head Convenor: Person designated to run the overall tournament

Site Convenor: Person designated to run specific diamond(s)

No New Inning: Game time limit, often referred to as "NNI" time or a time curfew

Mercy: A game ending run differential. Mercy can happen before or after any NNI time

## Team Roster & Line-up

- 1.1 All teams should register with the Head Convener at least ONE HOUR prior to their first game. A copy of the team roster listing all players, coaches and including jersey numbers must be presented at the time of registration. Hard copy or soft copy is fine.
- 1.2 Approximately 20 minutes before the scheduled start time of each game, the Site Convenor will flip a coin to determine home and visiting teams. This coin toss is used for all games. The team travelling the greater distance will make the call. Coin toss winner chooses home or visitor. Note the "Home" team will keep score & report all results at the end of each game.
- 1.3 Ten (10) minutes before the start time, a line-up card listing all players and coaches is to be provided to the scorekeeper, opposing team & a copy ready for the plate umpire for plate talk (scheduled for 7 minutes before start time). The line-up card must include first name, last name & jersey number for all listed.
- 1.4 The official scorekeeper & official pitch counter are supplied by the home team or host, if the host chooses. Official scorekeeper must turn in the game score sheet (white copy) after being signed as approved by each team's coach, to the Site Convenor at the end of the game. A signed scoresheet cannot be protested.
- 1.5 Any player arriving late is added to the bottom of the batting order at any time
- 1.6 Any player removed (injury, ejection or other reason) after the game has started will be removed for the balance of the game & skipped in the batting order with no penalty.



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## Basic Premise of Play

- 2.1 **Everybody bats.** All able-bodied players present must be included on the line up. Players will bat in a continuous order based on the line up presented to the umpire.
- 2.2 **Everybody plays defense.** All players on the line up must play a minimum of 2 of the first 4 innings defensively.
- 2.3 In keeping with the spirit of “everyone plays”, coaches cannot take actions to “shorten the bench”. Other than injury or ejection, Head Convenor should be consulted before any player is removed from the line-up. Penalties can include suspension of coach and/or forfeit.

## Uniforms & Equipment

- 3.1 All players and coaches will be dressed in a baseball team uniform as issued by their home association; minimum uniform being long pants, an association-issued shirt with a number and a cap. No sandals, open-toed shoes or shorts are permitted on the diamond. Coaches may wear golf shirts without numbers or similar, if that is the “team issued” coach attire but numbered shirts are preferred.
- 3.2 All catchers are required to wear a mask with throat protector, helmet, chest protector, shin guards, a cup / pelvic protector during the game and warm-ups in all divisions.
- 3.3 Anyone warming up a pitcher must wear a mask & throat protector or full helmet. Standing up or crouched down requires a mask or full helmet.
- 3.4 All players must wear a protective athletic support / pelvic protector
- 3.5 The on-deck batter, batter, base runners, and batboy/batgirl must wear a prescribed protective helmet with flaps, covering both ears. This may not be changed except after the inning has been completed, or the player has been retired or has crossed home plate. Helmet chinstraps are mandatory unless the presence of a manufacturer installed face guard (C-Flap) prevents the use of the chinstrap and will be worn as designed by the manufacturer.
- 3.6 Bats approved by Baseball Canada for the individual age groups are allowed.
- 3.7 9U pitchers must wear an approved batting helmet with a facemask.
- 3.8 9U coach operating the pitching machine must wear a baseball helmet, which can be a skull cap.

## Pre & Post Game

- 4.1 No infield warm-up will be allowed. All pre-game warm-ups may take place on the outfield grass (if available) or at other safe and appropriate locations.
- 4.2 Teams are required to conduct post-game meetings off the field to keep games on schedule.
- 4.3 Please gather all equipment and personal items as quickly as possible from diamond and dugout areas. All garbage and water bottles must be collected inside the dugouts by teams BEFORE leaving the area.
- 4.4 Teams will be given the following time between games:
  - A minimum 30 minute break between their first & second game of the same day;
  - A minimum 60 minute break between their second & third game of the same day;
  - Travel time is in addition to these break times
- 4.5 Teams can waive these minimum break & travel times between games if they choose, but these breaks cannot be denied when one team requests their minimum break time + travel time, if applicable
- 4.6 No team may play more than 3 games on a calendar day. A suspended game shall count as a game played on both the day it commences and the day it is completed if 3 or more innings have been played each day. If less than 3 innings are played on the day it is completed, it will not count as a game played on that day.



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## Game Length

- 5.1 Games are 7 innings in length. A time limit will apply in all games as follows: No New Inning (NNI) will start after 90 minutes (1.5 hours) have elapsed from the time of the first pitch of the game however, once started an inning will be completed unless the home team is batting and leading or scores the winning or mercy run when curfew is reached. Except per 5.9
- 5.2 The official start time is the time of the first pitch thrown, as determined by the umpire. The official start time should be reported to the official scorekeeper by the umpire. The umpire's time piece or their designated time piece will be considered final for determining the NNI time.
- 5.3 Games originally scheduled for Friday & Saturday (round robin or pool play) can end in a tie.
- 5.4 Games originally scheduled for Sunday ("Play Down" games) must have a winner. In these "Play Down" games, teams play until we have a winner to advance or declare a champion.
- 5.5 If a "Play Down" game is tied after the first of:
  - Seven (7) complete innings have been played or
  - We start an inning after the No New Inning TimeTeams will play all innings needed to break this tie as Extra Innings, using the OBA Tiebreaker Rule
- 5.6 OBA Tiebreaker Rule (used to complete games with a tied score): All innings start with the last batter from the prior inning on 2B with nobody out.
- 5.7 **Mercy** happens when one team leads another by the following run difference at the end of an inning or any time after the half inning where the home team is ahead by 10 Runs or more after 4 innings (note: the 5<sup>th</sup> inning is after the 4<sup>th</sup> inning)
- 5.8 Mercy applies in all games, no exceptions
- 5.9 All games end at their earliest point.
- 5.10 The half inning rule for home team is in effect for all games & all circumstances. If the half inning rule is triggered during a player's "at bat" the umpire will permit the batter to complete their turn at bat, any resulting score is recorded and the game is ended.

## Tournament Format: Seeding For Play Downs

- 6.1 Tournament Format:
  - Friday & Saturday's originally scheduled games will be used to decide top teams for Sunday's "play down" based on "Standing".
  - Top 4 teams based on standings will play in Championship.
  - The next 4 teams in standings will play in a Consolation Championship.
- 6.2 "Standing" will be determined by number of points obtained: Win = 2 pts, Tie = 1 pt. Loss = 0 pts.
- 6.3 The following tie breaking rules will be used for each placement in "Standings":
  - 6.3.1 Head to head only if 2 teams are tied. We do not return to this rule to complete standings when only 2 teams are remaining to be placed in standings.
  - 6.3.2 Least runs allowed defensively
  - 6.3.3 Draw with teams drawn first, placed as required. i.e. if we need 2 teams for play downs from 6 tied teams, we take the first two teams drawn to fill those spots
- 6.4 For play downs, all prior matchups will be avoided where possible. Where any one prior matchup cannot be avoided, all spots will be drawn



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## Weather Delays & Rescheduling

- 7.1 In the event of a delay during tournament play due to rain or darkness and prior to that game becoming "official", the game will be suspended, and the curfew clock stops
- 7.2 If and where possible a suspended game will be resumed from the point of suspension for the balance of the time available. All players will assume the same positions, from the time of the delay. (Teams need to write down details to identify the pitcher, pitches thrown, batter, count, number of outs, base runners, all defense positions to resume from the same point)
- 7.3 If we are not able to easily complete or reschedule a suspended game, the Head Convenor may determine the game "official"
- 7.4 Scheduled starting time(s) may be amended at the discretion of the Head Convenor

## Tobacco, Cannabis, Alcohol, or Drugs

- 8.1 No vaping, smoking, use of tobacco, cannabis products, alcohol, or non-prescription drugs is permitted on the playing field, in the dugouts, or in the immediate vicinity of the dugouts (this applies to coaches, players & umpires)
- 8.2 Local smoking bylaws must be obeyed
- 8.3 Players, coaches & umpires must not be under the influence of alcohol or drugs other than over the counter or doctor prescribed medications
- 8.4 PENALTY will be immediate ejection for players or coaches and may result in loss of accreditation for umpires

## Protests

- 9.1 Any protest, once a game has started that requires the Head Convener's intervention, will be settled on the field at the time the problem occurs
- 9.2 Judgement calls by the umpires cannot be protested
- 9.3 A protest must be declared to the umpire and the opposing coach immediately following the occurrence of the incident in question
- 9.4 No protests will be permitted once a game resumes. Game ending calls must be protested immediately before the umpires leave the playing area. If play resumes or the umpires leave the playing area at the end of the game, the window to protest is closed
- 9.5 A \$75.00 cash protest fee must be given to the Head Convenor before the protest may be heard. This protest fee will be returned if the protest is upheld
- 9.6 Only one coach may make the protest for the team
- 9.7 Game delays due to protests will stop the NNI clock
- 9.8 The Head Convenor has the ultimate authority relating to any matter that requires a ruling or clarification. Including deciding whether the request can be protested or not. If the request is not protestable per decision of the Head Convenor, the fee is returned to the team



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## Forfeits, Ejections & Suspensions

- 10.1 If a team is unable to field a team of 9 players at the scheduled starting time, or at any point during the game, a game forfeit will be declared and a score of 6-0 will be recorded
- 10.2 If both teams agree, both teams field 8 players
- 10.3 Barring extenuating circumstances, if a team is not able to start a game within 15 minutes of the scheduled starting time for such game, the game will be forfeited to the other team and a score of 6-0 will be recorded. Under extenuating circumstances, the offending team may appeal to the Head Convenor. The Head Convener's decision will be final.
- 10.4 Each coach is responsible for the behaviour of all players, coaches, and spectators with their team. Should all present, roster-listed coaches be ejected, the game will be forfeited.
- 10.5 Bullying, harassment, or verbal abuse will result in removal. Especially related to youth umpires.
- 10.6 Ejections means the ejected person is automatically suspended from all baseball activities. They leave the diamond & go to the parking lot. The minimum suspension is for the remainder of the game ejected from, plus one additional game.
- 10.7 Umpires report all ejections to the Head Convener verbally within 20 minutes of game end.
- 10.8 Head Convenor reviews all ejections for possible additional suspensions.
- 10.9 If your team has an ejection, your coach needs to speak to the Head Convener about any potential additional suspensions before their next game.

## Playing Rules: All Age Groups

- 11.1 A team's turn at bat in an inning will end after three outs have been recorded or four runs have been scored. Umpire awards cannot exceed this four run maximum
- 11.2 2 Out Catcher Rule: When the catcher for the next inning is on base with 2 outs, they are replaced on base by the last out
- 11.3 MLB pitching time limits are not in effect. Umpires will keep the game moving to avoid unnecessary delays
- 11.4 Throwing too many pitches or pitching & catching in the same day (per the different age groups rules) are automatic game forfeits. These forfeits will be applied after the game ends but cannot be enforced after seedings are completed. Teams will continue to play their normal game length to completion, but the score will be recorded as 7-0 where a forfeit applies.
- 11.5 Intentional walks are not permitted.
- 11.6 Defensive shifts are not permitted.
- 11.7 Base runners cannot steal home (except at 18U). They must be batted, walked in or awarded home on an umpire award. i.e. overthrow out of bounds.
- 11.8 Where the backstop is more than 20 feet away from the plate, passed balls & wild pitches are dead balls. No stealing is permitted when the ball goes past the catcher
- 11.9 See specific rules for the various age groups (9U, 11U, 13U, 15U & 18U)
- 11.10 "Last Batter" can be used at any threshold for days of rest. "Last Batter" must be called before the threshold pitch is thrown. i.e. at 11U No Rest Required limit is 25 pitches. Coach must call "Last Batter" before the 25<sup>th</sup> pitch is thrown.



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## 9U Playing Rules

- 12.1 A pitching circle; 4 feet in radius (8 feet in diameter) with its center at 44 feet from the home plate, will surround the pitching machine. The pitcher must stand beside the pitching machine outside the safety circle and behind the release point of the pitching machine. Lines should be drawn from the release point to 4 ft. beyond the circle.
- 12.2 The machine speed will be set at 40 mph. The pitching machine speeds cannot be altered except at the end of an inning. If the flight of the ball becomes erratic, it may be corrected at the direction of the umpire. This may be done at any time. If any adjustment of the pitching machine is done between innings, both teams will be notified. A coach will operate the machine. A regulation baseball approved for 11U will be used.
- 12.3 The use of a catcher's mitt is optional.
- 12.4 Defensively a team may have 9 or 10 players. If 9 defensive players, 3 must be outfielders. If 10 defensive players, 4 must be outfielders.
- 12.5 Until the ball is fed into the pitching machine, outfielders must position themselves at least 15 feet beyond the basepaths or on the outfield grass, whichever is closer.
- 12.6 Until the ball is fed into the pitching machine, the pitcher must have both feet on the white line or within 4 ft. behind the line
- 12.7 Safety Circle Violations: While the ball is in play, if any part of any player enters the safety circle or if a batted or thrown ball hits anything inside the pitching circle other than the ground, the ball is dead, the batter is awarded first base, and 1 base will be awarded to all other base runners.
- 12.8 Each batter will receive a maximum of 5 strikes. The strike zone is any hittable pitch as determined by the umpire. A batter cannot advance to first base on a dropped 5<sup>th</sup> strike. If last pitch is fouled off, the batter receives another pitch until the at bat is completed. The at bat does not end on a foul ball. (normal baseball rules)
- 12.9 Batters cannot obtain a base on balls or if hit by a pitch
- 12.10 A batted ball that does leave the infield (specifically a fairly batted ball that does not go past the basepaths) is a single & all base runners can advance one base only. There are no extra base awards for overthrows at 1B that go out of bounds.
- 12.11 A ball hit out of the infield (specifically a fair ball hit past the basepaths) allows all base runners to advance at will. The defense must stop the base runners. Calling time for the defense is only permitted when all base runners stop advancing.
- 12.12 The basepaths are a straight line between 1B & 2B or 2B & 3B
- 12.13 Base runners may only leave the base when the ball is hit. For clarity this includes:
  - no lead-offs or stealing bases
  - base runners may not advance on a passed ball
  - base runners may not advance on ball returned to the pitcher by the catcher
  - base runners may not advance on a dropped 5<sup>th</sup> strikeOne warning per team. Any further infractions, the runner will be declared out.  
Batters are returned to base on all foul balls unless caught (they are not declared out unless they leave the base before the ball is hit). Where a foul ball is caught for an out, the base runners may advance after the ball is caught, at their own peril.
- 12.14 Bunting is not permitted. Batter will be declared out. No warnings. Automatically out.
- 12.15 The infield fly rule does not apply
- 12.16 A defensive coach may call one infield conference per game.



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- 12.17 The coach operating the pitching machine may instruct the batter before feeding the machine, but shall not instruct runners during the play. Each team will receive one warning. If the action continues, the coach will be ejected from the game.
- 12.18 The batter may not throw a bat after hitting the ball. Each team will receive one warning. If the action continues, the batter will be automatically out & all base runners returned.

### OBA "Arm Care" table (for reference)

9U*	11U	13U	15U	18U	22U	REST REQUIRED
1-20	1-25	1-30	1-35	1-40	1-45	None
21-35	26-40	31-45	36-50	41-55	46-60	1 Day
36-50	41-55	46-60	51-65	56-70	61-75	2 Days
N/A	56-65	61-75	66-80	71-85	76-90	3 Days
N/A	66-75	76-85	81-95	86-105	91-115	4 Days
50	75	85	95	105	115	Daily Max

### 11U Playing Rules

- 13.1 Home base shall be marked by a 21-inch plate (if available but not mandatory). Where this plate is not available, umpires are to call an expanded strike zone
- 13.2 The use of a catcher's mitt is optional.
- 13.3 Base runners cannot leave the base until the ball leaves the pitcher's hand. If an infraction occurs, the ball will be declared dead, and runners may not advance. One warning will be issued for each team. Any further infractions, the runner will be called out.
- 13.4 The batter shall not become a runner when a third strike is not legally caught by the catcher. The ball remains live, and all other runners may advance at their own risk
- 13.5 The number of trips to the mound by a coach shall not be limited except when, in the judgement of the umpire, the purpose of the trip is to delay the game.
- 13.6 The daily maximum is 75 pitches
- 13.7 When a pitcher throws their 75th pitch, they may continue pitching until the first of the following happens on or after the 75th pitch: the batter reaches base, the next out or the end of the inning (whichever happens first)
- 13.8 A player can pitch in 2 games on the same day or 2 games on 2 consecutive days. To do this, in the first game, a maximum of 25 pitches can be thrown. Once the 26<sup>th</sup> pitch is thrown, that is the last game of the day for that pitcher to pitch
- 13.9 To pitch Friday and again Sunday (one full day's rest), Friday's pitching max is 40 pitches. Sunday, that pitcher has their full daily maximum of 75 pitches available in one or two games. If they pitch 2 games on Sunday, in the first game, a maximum of 25 pitches can be thrown
- 13.10 A pitcher cannot pitch 3 days in a row unless the total of all three days is 25 pitches or less.
- 13.11 A player cannot pitch & catch or catch & pitch on the same day
- 13.12 Balks are treated as a warning & no bases will be awarded for base runners
- 13.13 A balk counts as a pitch thrown (for pitch count rules) only if the ball is thrown towards the plate



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## 13U Playing Rules

- 14.1 Base runners may lead off & steal bases (regular baseball rules, except stealing home)
- 14.2 Infield fly rule is in effect
- 14.3 Umpires are to call an expanded strike zone
- 14.4 A pitcher is automatically pulled on the third trip the mound by a coach in the same inning.
- 14.5 The daily maximum is 85 pitches
- 14.6 When a pitcher throws their 85th pitch, they may continue pitching until the first of the following happens on or after the 85th pitch: the batter reaches base, the next out or the end of the inning (whichever happens first)
- 14.7 A player can pitch in 2 games on the same day or 2 games on 2 consecutive days. To do this, in the first game, a maximum of 30 pitches can be thrown. Once the 31<sup>st</sup> pitch is thrown, that is the last game of the day for that pitcher to pitch
- 14.8 To pitch Friday and again Sunday (one full day's rest), Friday's pitching max is 45 pitches. Sunday, that pitcher has their full daily maximum of 85 pitches available in one or two games. If they pitch 2 games on Sunday, in the first game, a maximum of 30 pitches can be thrown
- 14.9 A pitcher cannot pitch 3 days in a row unless the total of all three days is 30 pitches or less.
- 14.10 A player cannot pitch & catch or catch & pitch on the same day
- 14.11 Balks will be called after one warning per pitcher. No bases are awarded on a balk warning
- 14.12 A balk counts as a pitch thrown (for pitch count rules) only if the ball is thrown towards the plate

## 15U Playing Rules

- 15.1 Base runners may lead off & steal bases (regular baseball rules, except stealing home)
- 15.2 Infield fly rule is in effect
- 15.3 Umpires are to call an expanded strike zone
- 15.4 A pitcher is automatically pulled on the second trip the mound by a coach in the same inning.
- 15.5 The daily maximum is 95 pitches
- 15.6 When a pitcher throws their 95th pitch, they may continue pitching until the first of the following happens on or after the 95th pitch: the batter reaches base, the next out or the end of the inning (whichever happens first)
- 15.7 A player can pitch in 2 games on the same day or 2 games on 2 consecutive days. To do this, in the first game, a maximum of 35 pitches can be thrown. Once the 36<sup>th</sup> pitch is thrown, that is the last game of the day for that pitcher to pitch
- 15.8 To pitch Friday and again Sunday (one full day's rest), Friday's pitching max is 50 pitches. Sunday, that pitcher has their full daily maximum of 95 pitches available in one or two games. If they pitch 2 games on Sunday, in the first game, a maximum of 35 pitches can be thrown
- 15.9 A pitcher cannot pitch 3 days in a row unless the total of all three days is 35 pitches or less
- 15.10 A player cannot pitch & catch or catch & pitch on the same day
- 15.11 Balks will be called after one warning per pitcher. No bases are awarded on a balk warning
- 15.12 A balk counts as a pitch thrown (for pitch count rules) only if the ball is thrown towards the plate



# Jim Lutton Hall of Fame House League Tournament Rules

## 18U Playing Rules

- 16.1 Base runners may lead off & steal bases (regular baseball rules, stealing home is permitted)
- 16.2 Infield fly rule is in effect
- 16.3 Umpires are to call an expanded strike zone
- 16.4 A pitcher is automatically pulled on the second trip the mound by a coach in the same inning
- 16.5 The daily maximum is 105 pitches
- 16.6 When a pitcher throws their 105th pitch, they may continue pitching until the first of the following happens on or after the 105th pitch: the batter reaches base, the next out or the end of the inning (whichever happens first)
- 16.7 A player can pitch in 2 games on the same day or 2 games on 2 consecutive days. To do this, in the first game, a maximum of 40 pitches can be thrown. Once the 41<sup>st</sup> pitch is thrown, that is the last game of the day for that pitcher to pitch
- 16.8 To pitch Friday and again Sunday (one full day's rest), Friday's pitching max is 55 pitches. Sunday, that pitcher has their full daily maximum of 105 pitches available in one or two games. If they pitch 2 games on Sunday, in the first game, a maximum of 55 pitches can be thrown
- 16.9 A pitcher cannot pitch 3 days in a row unless the total of all three days is 40 pitches or less
- 16.10 A player cannot pitch & catch or catch & pitch on the same day
- 16.11 Balks will be called as normal for base runners
- 16.12 A balk counts as a pitch thrown (for pitch count rules) only if the ball is thrown towards the plate