



DIVISIONAL RULES OF THE SOUTH SIMCOE

MINOR BASEBALL ASSOCIATION

2008

SSMBA DIVISIONAL PLAYING RULES:

All SSMBA games will be governed and run under the Baseball Canada “Official Rules of Baseball” (exclusive of the Baseball Canada “Divisional” guidelines) as modified and directed by the SSMBA “Regulations” and as specifically stated in the following SSMBA Divisional Playing rules. No Convenor, Coach, Umpire, Player or Official will cite, enforce or utilise any OBA Playing Rules or Regulation that is contrary to those as laid out by the SSMBA.

TEE BALL RULES

1. In Tee Ball there shall be no pitching to the batter, therefore there will be no base-on-balls awarded, there is no bunting and the infield fly rule does not apply.
2. Each team shall have a starting line-up of 11 players (Minimum of 9); the opposition coach will choose the batters that will bat twice from the first six players on the game sheet.
3. Games shall be a minimum of two innings in length with no inning to start after 1.5 hours have been played. Each player must play one inning.
4. Players, coaches or parents while participating or not in a scheduled game are not permitted to deliberately harass or direct discourteous remarks at the officials or any member of the opposing team. Managers, coaches, players or parents of players engaged or persisting in conduct contrary to the spirit, principals and objectives of good sportsmanship in Tee Ball shall receive a single warning from the umpires or coaches. If the offences continue, the offender or offenders will be removed from the game. Anyone removed from the game must leave the playing field and spectator area. Failure to do so will result in the forfeiture of the game by the offending team.
5. The "OFFENSIVE TEAM" shall have no more than two (2) coaches on the playing field, (one near 1st base and one near 3rd base), on the outer side of the 45 foot base lines.
6. All team members must bat in proper order. Changes to the batting order are only permitted upon injury to a player or a player has quit the game. If a player quits the game he/she may not re-enter that game.
7. The field shall consist of 11 players, with a pitcher, catcher, first, second, and third base players, as well as left, right, and center fielders with left and right rovers and a shortstop.
8. The infield will be a distance of 45 feet from home plate to first base, home plate to third base and 45 feet from 1st base to 2nd base and the same to third base.
9. The batter shall hit the ball off the tee placed at home plate.

10. A strike shall not be called on the batter if they miss the ball or strike the tee. (The coach will help the batter if they miss the ball to the 25-foot mark after 5 swings).
11. If the batted ball does not travel a distance of more than 25 feet it shall be called a dead ball. A dead ball is to be called by the umpire, as soon as possible, if there is any doubt that the ball will not cross the 25-foot marker.
12. When a batted ball is hit past the infield, (45ft distance) the base runners may advance at their own risk and may only proceed to the base that they are advancing to. Once the ball **is thrown towards the infield by the outfielder**, all runners must stop at the base they are going to.
13. A player may not move more than 6 steps to tag a runner or the runner shall be called safe.
14. No underhand throws unless closer than 5ft, or the runner shall be called safe.
15. No deliberate rolling the ball or the runner shall be called safe. (One warning per team per game)
16. Players are to play their positions. They are not allowed to run all over the field to field a ball that is not theirs.
17. If a runner is passed while running the bases, they continue to the base they are going to, and the passing runner returns to the base behind the passed runner after the play has ended.
18. The pitcher must remain in a position 35 feet or more from home plate and in line with second base until the ball is fairly hit.
19. Base runners cannot advance a base unless the ball has been hit fairly.
20. To score a run the player must touch the tee or any part of the tee itself.
21. The inning is over when all 11 players have batted in that inning. The 11th batter must be announced before coming to bat. The inning is over when a fair ball is thrown back to the catcher and placed upon the tee.
22. A batter is out when;
 - a. His/Her fair hit, foul or fly ball is caught.
 - b. The batter throws his/her bat beyond the six-foot circle. (A circle with a six-foot radius drawn from the back of home plate).

23. A base runner is out when;
- a. On a force play,
 - b. Removing their helmets while running the bases,
 - c. When running off the base line to avoid a tag.
 - d. When being thrown out at first base, and
 - e. When the catcher places the ball on the tee after the 11th batter has hit. All base runners are out at this time.
24. The catcher must wear a helmet and facemask.
25. No player shall be brought down to play tee ball from any other level.
26. The home team is to provide the home umpire and the visiting team is to provide the base umpire.

Note: In tournaments, the Convenor is to appoint umpires for the 1st round of games as well as the championship and consolation games. Coaches or assistant coaches will provide umpires for the game following their game. The Convenor will notify each team which game they will provide umpires for. Failure to comply will bring on the forfeit of their next game.

JUNIOR ROOKIE RULES

1. Jr Rookie games shall be a minimum of two innings in length with no inning to start after 1.5 hours have been played. Each player must play one inning.
2. Field Dimensions: The Base distance will be 55 Ft.
3. The pitching machine is placed directly in front of home plate at a distance of 40 ft. An 8 ft diameter safety circle shall be marked off directly in front of home plate and its center shall be 40 ft from home plate. No player is permitted in the safety circle, which is considered a dead ball area. Enter means that any part of the body enters the safety circle. Home team is responsible to assure that the diamond is properly laid out. For further dimensions for the diamond layout, refer to Section 12.3 of this constitution.
4. A team shall be comprised of a minimum of 7 players and a maximum of 18 players, all signed to that team roster in the division of which that team has entered. Each team must have at least 1 manager and/or 1 or more coaches signed to the team roster clearly marked manager or coach and who shall be responsible for that team.
5. Each team shall have a catcher, 1st, 2nd, and 3rd baseman, shortstop, one left and right fielders, with two centre fielders and a pitcher in the line-up.
6. The pitcher must stand beside the pitching machine outside of the safety circle and behind the release point of the machine. Lines shall be drawn from the release point to 4 ft beyond the circle. The pitcher must be no more than four (4) feet from the safety circle, behind the white line until the ball is released from the machine. Only the pitcher may return a live ball to the operating coach with runners on base. The pitcher must wear a regulation-batting helmet with an attached chinstrap. The pitcher must not in any way break the plane of the 8ft diameter circle around the machine, whether stepping on the circle line or reaching in. Play will be called dead and 1 base will be awarded. All other forced runners will move 1 base. This only applies if the pitcher makes contact with the ball. Infielders may ask for time in the infield area and may be given time at the umpires discretion.
7. The pitching machine speed is to be determined at the beginning of the game by the coaches, and only one ball shall be used. Any tampering with the machine speed by the coach feeding the machine shall result in that coach's immediate ejection. If the machine speed is erratic, the umpire shall correct it. (This may be done at any time.) Machine speed is a maximum of 40 Mph and a minimum of 30 Mph. The pitching machine adjustment guidelines:
 - a. Minor height adjustments to the pitching machine between pitches can be made at the pitching coach's discretion and will not count as a pitch, provided the ball is not delivered.

- b. Umpires may authorize a major height adjustment during an inning, however all balls delivered will count as a pitch.
 - c. Test pitches may be authorized by the umpire between half innings only and must be made with no player at bat.
8. Each batter shall receive a maximum of 5 strikes as called by the umpire. If a batter does not hit a fair ball within 5 strikes he/she strikes out, unless a batter hits the ball foul on the 5th strike, then he/she continues to hit as per baseball "3rd strike" regulations. Note: If a ball crosses the plate over a batters head or bounces into the dirt, the umpire will not count it as a strike unless the batter swings at the pitch.
 9. Batters cannot walk or bunt. (Bunts are automatic outs.)
 10. There shall be no passed balls or wild pitches.
 11. Base runners cannot leave the bases until the ball is hit. If an infraction occurs, 1 warning will be issued and for any further infraction thereafter, the runner will be called out. (Each team to receive 1 warning.) **NO STEALING IS ALLOWED.**
 12. When a batted ball is hit past the infield the base runners may advance at their own risk and may only proceed to the base that they are advancing to. Once the ball is thrown towards the infield by the outfielder, all runners must stop at the base that they are going to. In the event the ball does not leave the infield, runners may proceed at their own risk to the next base. There is no advancement on an overthrow.
 13. If a batted ball hits the pitching machine, or any adult on the playing field, then the ball is declared dead and the batter is awarded 1st base with the corresponding move of any base runners that 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 declared out and the runners will return to their base of origin. In case of the third out the side is retired.
 14. The plate umpire shall stand off to the side facing the batter. The 2nd umpire will position as a normal base umpire.
 15. The on deck batter, the batter and all base runners must wear a prescribed protective helmet with flaps covering both ears. Chinstraps are mandatory and will be worn as designated by the manufacturer. Helmets may not be changed except after the inning has been completed, or the player has returned back and is inside the dugout.
 16. All catchers are required to wear a mask with a throat protector, helmet, chest protector, skin guards, cup and athletic supporter during the game and during any warm-up, machine set-up, etc.

17. In addition to wooden bats, aluminum bats shall be allowed. These bats shall meet the dimensional requirements specified in Rule 1:10 of the Official Rules of Baseball. The maximum diameter of the bat barrel is 2 3/4".
18. All players in uniform must be in a continuous batting order, with the bat person being the exception.
19. A coach/manager may only communicate positive instructions to his/her players on the field. A coach shall not touch a base runner while play is on (Base runner is to be called out). Coaches are allowed on the field when their team is in the field.
20. Up to 3 games may be played in one day.
21. An inning shall be three outs or four (4) runs for the first four innings with the fifth inning being open up to and including 10 batters. Inning ends when the 3rd out is recorded or when the ball is thrown home to the catcher, who then must tag home plate.
22. The infield fly rule does not apply.
23. The approved baseball shall be a RIF Level 5. No other ball shall be used by any centre. If a centre refuses to provide the approved ball that centre will forfeit all games until they do provide the proper approved ball.
24. All outfielders must play 30 feet behind the base line.
25. All rules will be at the umpire's discretion.

SENIOR ROOKIE RULES

1. Sr Rookie games shall be a minimum of two innings in length with no inning to start after 1.5 hours have been played. Each player must play one inning.
2. Field Dimensions: The Base distance will be 65 Ft.
3. The pitching machine is placed directly in front of home plate at a distance of 40 ft. An 8 ft diameter safety circle shall be marked off directly in front of home plate and its center shall be 40 ft from home plate. No player is permitted in the safety circle, which is considered a dead ball area. Enter means that any part of the body enters the safety circle. Ho me team is responsible to assure that the diamond is properly laid out. For further dimensions for the diamond layout, refer to Section 12.3 of this constitution.
4. A team shall be comprised of a minimum of 7 players and a maximum of 18 players, all signed to that team roster in the division of which that team has entered. Each team must have at least 1 manager and/or 1 or more coaches signed to the team roster clearly marked manager or coach and who shall be responsible for that team.
5. Each team shall have a catcher, 1st , 2nd, and 3rd baseman, shortstop, one left and right fielders, with two centre fielders and a pitcher in the line-up.
6. The pitcher must stand beside the pitching machine outside of the safety circle and behind the release point of the machine. Lines shall be drawn from the release point to 4 ft beyond the circle. The pitcher must be no more than four (4) ft from the safety circle, behind the white line until the ball is released from the machine. Only the pitcher may return a live ball to the operating coach with runners on base. The pitcher must wear a regulation-batting helmet with an attached chinstrap. The pitcher must not in any way break the plane of the 8ft diameter circle around the machine, whether stepping on the circle line or reaching in. Play will be called dead and 1 base will be awarded. All other forced runners will move 1 base. This only applies if the pitcher makes contact with the ball. Infielders may ask for time in the infield area and may be given time at the umpires discretion.
7. The pitching machine speed is to be determined at the beginning of the game by the coaches, and only one ball shall be used. Any tampering with the machine speed by the coach feeding the machine shall result in that coach's immediate ejection. If the machine speed is erratic, the umpire shall correct it. (This may be done at any time.) Machine speed is a maximum of 40 Mph and a minimum of 30 Mph. The pitching machine adjustment guidelines:
 - a. Minor height adjustments to the pitching machine between pitches can be made at the pitching coach's discretion and will not count as a pitch, provided the ball is not delivered.

- b. Umpires may authorize a major height adjustment during an inning, however all balls delivered will count as a pitch.
- c. Test pitches may be authorized by the umpire between half innings only and must be made with no player at bat.

Each batter shall receive a maximum of 5 strikes as called by the umpire. If a batter does not hit a fair ball within 5 strikes he/she strikes out, unless a batter hits the ball foul on the 5th strike, then he/she continues to hit as per baseball "3rd strike" regulations. Note: If a ball crosses the plate over a batters head or bounces into the dirt, the umpire will not count it as a strike unless the batter swings at the pitch.

- 8. Batters cannot walk or bunt. (Bunts are automatic outs.)
- 9. There shall be no passed balls or wild pitches.
- 10. Base runners cannot leave the bases until the ball is hit. If an infraction occurs, 1 warning will be issued and for any further infraction thereafter, the runner will be called out. (Each team to receive 1 warning.) **NO STEALING IS ALLOWED.**
- 11. When a batted ball is hit past the infield, the base runners may advance at their own risk, and may continue to proceed around the bases but all runners must stop at the base that they are going to once an infielder is in possession of the ball. In the event the ball does not leave the infield, runners may proceed at their own risk to the next base. There is no advancement on an overthrow.
- 12. If a batted ball hits the pitching machine, or any adult on the playing field, then the ball is declared dead and the batter is awarded 1st base with the corresponding move of any base runners that 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 declared out and the runners will return to their base of origin. In case of the third out the side is retired.
- 13. The plate umpire shall stand off to the side facing the batter. The 2nd umpire will position as a normal base umpire.
- 14. The on deck batter, the batter and all base runners must wear a prescribed protective helmet with flaps covering both ears. Chinstraps are mandatory and will be worn as designated by the manufacturer. Helmets may not be changed except after the inning has been completed, or the player has returned back and is inside the dugout.
- 15. All catchers are required to wear a mask with a throat protector, helmet, chest protector, skin guards, cup and athletic supporter during the game and during any warm-up, machine set-up, etc.

16. In addition to wooden bats, aluminum bats shall be allowed. These bats shall meet the dimensional requirements specified in Rule 1:10 of the Official Rules of Baseball. The maximum diameter of the bat barrel is 2 3/4".
17. All players in uniform must be in a continuous batting order, with the bat person being the exception.
18. A coach/manager may only communicate positive instructions to his/her players on the field. A coach shall not touch a base runner while play is on (Base runner is to be called out).
19. Up to 3 games may be played in one day.
20. An inning shall be three outs or four (4) runs for the first four innings with the fifth inning being open.
21. The infield fly rule does not apply.
22. The approved baseball shall be a RIF Level 5. No other ball shall be used by any centre. If a centre refuses to provide the approved ball that centre will forfeit all games until they do provide the proper approved ball.
23. All outfielders must play 30 feet behind the base line.
24. All other rules will be at the umpire's discretion.

TYKE PLAYING RULES:

1. Field Dimensions:
 - a. Bases: 65 Ft
 - b. Rubber: 44 Ft
2. Game Length:
 - a. Complete: 6 Innings
 - b. Official: 3 Innings
3. Time Limit: 2 Hours
4. Pitching Max: Max 75 Pitches per day, graduated rest requirement.
 - 66 pitches or more (3 days)
 - 46 – 65 pitches (2 days)
 - 26 – 45 pitches (1 day)
 - 1 – 25 pitches (no 0 rest required)
 - Tournaments: 35 pitches or more in a day, remainder of tournament.
5. In Tyke: Teams will change field after five (5) runs or Three (3) outs for the first four (4) Innings, the 5th and 6th Innings will be Open.
6. In Tyke, base runners cannot leave the base until the ball leaves the pitcher's hand. If an infraction occurs, 1 warning will be issued and for any further infractions thereafter, the runner is called out. (Each team to receive 1 warning)
7. In Tyke, a dropped or missed 3rd strike (regardless if the batter swings or not) results in the batter being out. All other bases are fair play.
8. The Infield fly rule is in effect.

PEEWEE PLAYING RULES:

1. Field Dimensions:
 - a. Bases: 75 Ft
 - b. Rubber: 50 Ft
2. Game Length:
 - a. Complete: 7 Innings
 - b. Official: 4 Innings
3. Time Limit: 2 Hours
4. Pitching Max: Max 85 Pitches per day, graduated rest requirement.
 - 66 pitches or more (3 days)
 - 46 – 65 pitches (2 days)
 - 26 – 45 pitches (1 day)
 - 1 – 25 pitches (no 0 rest required)
 - Tournaments: 40 pitches or more in a day, remainder of tournament.
5. The Infield fly rule is in effect.
6. All other rules as per SSMBA Regulations and Official rules of Baseball

BANTAM PLAYING RULES:

1. Field Dimensions:
 - a. Bases: 82 Ft
 - b. Rubber: 55 Ft
2. Game Length:
 - a. Complete: 7 Innings
 - b. Official: 4 Innings
3. Time Limit: 2 Hours
4. Pitching Max: Max 95 Pitches per day, graduated rest requirement.
 - 81 pitches or more (3 days)
 - 56 – 80 pitches (2 days)
 - 31 – 55 pitches (1 day)
 - 1 – 30 pitches (no 0 rest required)
 - Tournaments: 45 pitches or more in a day, remainder of tournament.
5. All other rules as per SSMBA Regulations and Official rules of Baseball

MIDGET and JUNIOR:

1. Field Dimensions:
 - a. Bases: 90 Ft
 - b. Rubber: 60.6 inches
2. Game Length:
 - a. Complete: 7 innings
 - b. Official: 4 innings
3. Time Limit: 2 Hours
4. Pitching Max: Max 105 Pitches per day, graduated rest requirement.
 - 86 pitches or more (3 days)
 - 61 – 85 pitches (2 days)
 - 36 – 60 pitches (1 day)
 - 1 – 35 pitches (no 0 rest required)
 - Tournaments: 50 pitches or more in a day, remainder of tournament.
5. All other rules as per SSMBA Regulations and Official rules of Baseball