

1.0 Preamble

The definitions and general rules of baseball shall apply, subject to certain exceptions described in these Amendments

2.0 Decorum

2.1 The actions and conduct of the Players, Managers, Coaches, Scorekeepers, Umpires and League officials must be above reproach.

2.2 Managers and Coaches are responsible for the conduct of their players both on and off the field.

2.3 The abuse of OMBA equipment (bats, helmets, etc.) is prohibited and violation of this will result in the eviction of the player from the game. One warning will be given at the beginning of the game for both teams.

2.4 The use of tobacco in any form (including vaping) is prohibited in any city parks, as per an Oakville Bylaw which went into effect April 1, 2014. This bylaw bans smoking in parks, playgrounds and around other recreation facilities in the Town of Oakville. For more information, please visit the Town of Oakville website.

2.5 The consumption of any alcoholic beverage on the grounds of any game or practice is a violation of both provincial law and OMBA'S municipal park permits. **NO ALCOHOLIC BEVERAGES ARE TO BE CONSUMED OR DISPLAYED IN OMBA PERMITTED PARKS OR IN ANY PARKS IN WHICH OMBA PLAYERS ARE PRESENT.**

2.6 Players, Managers, Coaches or spectators are not to deliberately harass or direct any discourteous remarks at the officials or any member of the opposing team.

2.7 Teams shall shake hands at the end of every game.

2.8 Players, Managers, Coaches, or spectators engaging or persisting in conduct detrimental to the spirit principles and objectives of good sportsmanship in all levels of baseball, shall receive a single warning from the umpire. If the offence or offences continue, the offender or offenders will be removed from the game.

2.9 Anyone removed from the game must leave the playing field and spectator area. Failure to do so will result in forfeiture of the game. The umpire shall file a report of any removal with the convenor. Further penalties may be imposed by the OMBA executive following a disciplinary hearing.

2.10 Umpires must enforce these rules. Umpires noting infractions during a game will direct Managers to correct their team members and supporters. Failure to comply will result in forfeiture of the game and such additional disciplinary action as the OMBA executive deems warranted following a disciplinary hearing.

3.0 General Rules

3.1 Call-Ups and Team Size

3.1.1 Hardball and Senior Hardball teams unable to field 9 players may call up players from the league below.

3.1.2 Intermediate Baseball teams unable to field a team of 10 players may call up from the league below

3.1.3 When bringing up players, a Manager must contact the affected coach of the lower league first. Players must not be contacted directly

3.1.4 Both affected coaches must inform their respective convenor as to the name and team of the called up player

3.1.5 Players called up to play in the next higher league may play a maximum of five games during the regular season and five games during the playoffs. This rule may be waived for playoffs at the discretion of the House League committee

3.2 Makeup of a Legal Team

3.2.1 A Legal Team in Hardball and Senior Hardball will consist of a minimum of 8 players

3.2.2 Hardball and Senior Hardball teams may start the first inning with 7 players

3.2.3 A Legal Team in Intermediate Baseball will consist of a minimum of 9 players

3.2.4 Intermediate Baseball teams may start the first inning with 8 players

3.2.5 At the end of the first inning a team unable to field a complete or legal team will default the game, a score of 1 run per regulation inning (6-0 Rookie Ball, 7-0 Midget etc.,) will be awarded to the non-offending team

3.2.6 Players arriving after the start of the ball game will be added to the bottom of the batting order

3.2.7 In the event that neither side can form a legal team, the game must be rescheduled. It is recommended that an EXHIBITION game will be played at this time.

3.3 The age of a player shall be determined by their age as of December 31 of the playing year

3.4 Game Times

3.4.1 Games played on unlit diamonds will begin at 6:00. No new inning shall begin after 8:00. Deadball shall be the end of the current inning, or due to darkness at the discretion of the umpire

3.4.2 Early games played on lighted diamonds shall begin at 6:00. No new inning shall start after 8:00. Deadball shall be called at 8:15

3.4.3 Late games on lighted diamonds shall begin at 8:30. No new inning shall start after 10:30. Deadball shall be called at 10:45

3.4.4 Any game ending in the middle of an ongoing inning the game shall revert back to the score at the end of the last completed inning. Should the home team have tied the game in the uncompleted inning, the game shall be called a tie. During the playoffs, any game ending in the middle of an inning, the game shall revert back to the last completed inning where either team held the lead. In the event that the home team has tied the game prior to deadball, the game will be deemed a tie. It will be the decision of the House League committee how to proceed.

3.5 Equipment and Uniforms

3.5.1 Helmets must be worn at all times by batters, base runners and catchers

3.5.2 Chinstraps on helmets must be fastened and worn properly

3.5.3 Facemasks must be worn by the pitcher

3.5.4 All players should wear an athletic supporter

3.5.5 Catchers equipment must consist of a chest protector, shin guards, facemask with throat protector and helmet, all of which must be worn during practice, warm-up, and games

3.5.6 The full uniform supplied by OMBA, consisting of hat, shirt and pants, must be worn at all times by all players while participating in a game. Shirts must be tucked into the waistband of the trousers

- 3.5.7 Coaches are expected to share equipment with opposing teams in situations where, due to breakage or normal wear and tear, there is insufficient safety equipment available
- 3.5.8 All Bats must be taped or have the rubber sleeve in order to provide a proper grip
- 3.5.9 No player will be allowed to play wearing shoes with metal cleats. The only exceptions are for Midget house league. Any player found wearing metal cleats during a game will be ejected from the game but will not serve an additional suspension
- 3.5.10 Any person warming up a pitcher must wear a facemask
- 3.5.11 Players are not permitted to wear earrings, chains or any other jewelry which the umpire deems to be a hazard
- 3.6 DIAMONDS: The Home team is responsible for the diamond lay out prior to each game. The diamond should be ready 15 minutes prior to the start time.
- 3.7 SCORE REPORTING is the responsibility of the winning coach. Any game with no score reported will be assumed to be a tie.
- 3.8 RAINOUTS must be reported to the Game Scheduler and Convenor. Rained out games will be made up where possible. However, the schedule is developed with a maximum number of games, expecting to have some rain-outs.
- 3.9 REGISTRATIONS will be accepted up to March 31st provided there are openings on remaining in the appropriate division team.
- 3.10 REGISTRATION REFUNDS will be approved for good cause up to April 30 payable on the return of the complete uniform. An administration fee of \$50 will apply.
- 3.11 OMBA does not provide medical and dental INSURANCE coverage for players registered. Parents and guardians are advised to obtain proper insurance coverage related to individual needs.
- 3.12 PLAYOFFS for all teams will consist of a minimum of 2 games. The format for playoffs in each division will be determined by the House League Committee. All playoff seeding will be determined via winning %.
- 3.13 The son/daughter of the Head Coach, plus the son/daughter of one (or two) assistant coach(es) and the son/daughter of one sponsor for a maximum of three PLAYER REQUESTS will be assigned to any one team. All other players will assigned by the House League Committee in an attempt to achieve competitive balance. Siblings will be assigned to the same team.
- 3.14 Each team must assign a SCOREKEEPER, who shall inform players of their batting position, keep track of the score, fair play rules and changes to the lineup.
- 3.15 Any player, coach, assistant coach, or manager who is ejected for fighting will serve an automatic 2 game suspension for the first offence. Additional ejections for fighting will result in a discipline hearing.
- 3.16 All teams from outside Oakville must adhere to OMBA rules and regulations.
- 3.17 **All calls made by the umpire are final.**

4.0 Fair Play Rules

4.1 No player shall sit out two consecutive innings in any division.

4.2 No player shall sit out a second inning until each player has sat out once.

4.3 No player in Peewee and below shall play a third inning in the outfield until each player has played two. Any exemption to this rule for special circumstances must be approved by the Convenor.

4.4 Both teams are to submit a Defensive and Offensive line-up prior to the start of the game. Coaches have until the start of the game to address any issues in a respectful manner. Any concerns regarding lineups can be reported to the Convenor.

5.0 Tournaments

5.1 OMBA encourages teams from Rookie Ball to Midget to participate as an intact team in tournaments.

5.2 Players may be added to supplement original team players that choose not to participate. OMBA reserves the right to contact those players not attending to ensure they were given the opportunity to participate. The team is only allowed to add players to reach the original team roster quantity.

5.3 OMBA supplied House League uniforms (jersey, hat, socks and pants) are to be worn at these tournaments.

5.4 Coaches that wish to enter into these tournaments must seek approval from the House League Chair prior to tournament application and payment being sent to hosting organization.

5.5 The final roster must be approved by the House League Chair and OMBA's President.

6.5 Bantam

Age: 14-15 years

Team Size: Up to 15 players

Base Distance: 90 feet

Pitching Distance: 60'6"

Pitch Limits: No pitcher shall pitch more than 90 pitches or 3 innings per game. All innings must be consecutive. An inning pitched is defined as 2 or more batters or 10 or more pitches. It is the responsibility of the scorekeepers to track innings pitched and the pitch count. Once a pitch count is reached, the pitcher may finish the current batter only.

Catching Limits: A minimum of two catchers must be used per game. No catcher shall catch more than four innings. An inning caught is defined as 2 or more batters.

Balks: One warning per pitcher

Inning Mercy: 3 runs in the 1st and 2nd inning. 5 runs through to the end of the 5th inning. Innings 6 and 7 will be unlimited. If inning 6 is not reached, there will be no unlimited inning.

Lead-Offs/Stealing Allowed: Yes

Players in the Field: 9 (6 in the infield, 3 in the outfield)

Ball Used: Official baseball supplied by OMBA

Regulation Game Length: 7 innings

Rain Shortened Games: 4 or more complete innings constitutes a complete game.

Infield Fly in Effect: Yes

Bat Restrictions: The maximum weight of an aluminum bat will be -5. There is no limit on wood bats. Any batter caught using an illegal bat will be called out.