

# Bloordale Baseball League

## 9U House League Rules

*Updated Apr 2025*



### GENERAL BLOORDALE BASEBALL PRINCIPLES

The goal at Bloordale is to provide young people with an opportunity to enjoy the game of baseball and at the same time to develop their athletic, social and interpersonal skills.

For all those who volunteer to coach, it is our goal to be fair to all players, fellow coaches, umpires and parents. We should always be good role models by promoting sportsmanship and fair play at all times.

All players are entitled and should be encouraged to play all positions, and all players are entitled to equal playing time.

The rules of baseball, and exceptions as approved by the Ontario Baseball Association, apply to Bloordale House League Baseball. This document highlights the Bloordale Baseball modifications to these rules.

No rules will be changed, deleted or altered in any way without consultation from the Umpire in Chief and League President.

All coaches, players, umpires, spectators and league officials shall adhere to the Bloordale Code of Conduct that can be found on [bloordalebaseball.com](http://bloordalebaseball.com).

When thunder roars, GO INDOORS! If you can hear thunder, you can get hit by lightning. Take shelter immediately. If you cannot find a sturdy, fully enclosed building with wiring and plumbing, get into a metal-roofed vehicle. Stay inside for 30 minutes after the last rumble of thunder.

### 9U SPECIFIC PRINCIPLES

Our mandate is to ensure players enjoy playing baseball for a lifetime, while being safe and teaching baseball fundamentals. Our rules put a focus on teaching and encouraging players to “make the correct baseball plays”.

Always remember that these are 7 to 9 year old children who want to have fun. Also remember that the umpires are also children. Coaches should always speak respectfully to the players, umpires and other coaches. Non-coaching parents are not to engage with umpires or players on the other team.

All on-field calls (ex: strikes, outs) are made by the umpires and cannot be challenged by players, coaches or parents. Rule clarifications that do not affect in-play calls (ex: player substitution, game start time, inning run limit/batter limit) can be discussed between coaches and umpires in a respectful fashion, at an appropriate time.

## 9U SPECIFIC RULES

### 1. Umpires

- a. The umpire is responsible for all calls on the baseball diamond.

### 2. Player Rotations / Lineup

- a. All players are rotated through all positions (including sitting) throughout the course of a ball game, this includes the batting order.
- b. A maximum of 10 players are allowed on the field.
- c. No player may sit twice until every other player has had to sit at least once.
- d. Infield positions include: pitcher, first base, second base, third base and shortstop.
- e. Outfield positions includes: catcher, left field, left-centre field, right field and right-centre field.
- f. A player can only play a position once in a game.
- g. Players must alternate from infield to outfield every time when in defence.
- h. If a team has more than 10 players, a bench is formed. There must be an even rotation for all players through infield, outfield and bench, as required by the number of players present.
- i. If a team is short players, then exceptions are made to rule 2h. However, the extra position(s) must be rotated equally between players.
- j. If a team has only nine players, then they must use only three outfielders and a catcher.
- k. If a team has only eight players, then they can drop the catcher and have home plate covered by the pitcher.
- l. If a team has only seven players, then they must DEFAULT the game. However, it is encouraged that a fun game be played using the players who are present.

### 3. Batting Player Positioning

- a. For safety, there is no on-deck circle.
- b. Batting team must be in dugouts and NOT standing in the opening.
- c. Players are not allowed to be holding bats in the dugout.
- d. Batters may not enter the field unless wearing an approved baseball helmet with chin strap.

### 4. Defensive Player Positioning

- a. For safety and fairness, infielders (except pitcher) must be positioned behind the baseline prior to a pitch being thrown.
- b. The pitcher can be no closer to home plate than the 4' "pitcher line". Both feet must be on this line.
- c. Outfielders must stay on the grass until the ball is in play.
- d. Defensive players cannot move until the ball is in play.

### 5. Coaches Positioning

- a. 1st and 3rd base coaches must come no closer than two feet to the first and third base lines and cannot touch, grab or physically control a runner.
- b. We highly suggest a "batting" coach stand in the dugout doorway to monitor the players on the bench.
- c. One defensive coach may be placed in the outfield to help position players and provide direction. The coach must be behind the outfielders and not obstruct the play.

### 6. Batting – Pitching Machine

- a. Teams can adjust the pitching machine any time during the inning. The speed of the pitching machine is not to be altered, just the height and feet of the machine.

## 7. Pitcher's Circle

- a. A circle of 4-foot radius must be clearly defined around the pitching machine.
- b. Two 3-foot lines must be clearly defined in line with the front of the rubber running off of the circle
- c. The pitching machine is placed over the pitching rubber (see picture below)



- d. If any of the following happens, the umpire calls time and the play is dead and batter is awarded a base (runners only advance if forced):
  - i. Defensive player enters the circle to play a ball.
  - ii. When a ball comes to rest in the pitcher's circle.
  - iii. The ball contacts the pitching machine at any point in the play.

## 8. Batting – Pitches

- a. Batters are allowed 5 good pitches (whether swung at or not), as judged by the umpire.
- b. Bad pitches (considered unhittable by the umpire) will be called “No Pitch” by the umpire and does not count against the 5 good pitches the batter will receive.
- c. Balls fouled off by the batter in the first 4 pitches are considered good pitches
- d. Last Pitch
  - i. The umpire will call (loud and clear) “Last Pitch” on the 5th good pitch
  - ii. If a batter hits a foul on the last pitch, they get another pitch. This continues until the batter puts the ball in play or strikes out (swinging or looking at a good pitch)

## 9. Batting – Ball in Play

- a. The umpire will make all calls in regard to fair or foul balls.
- b. Any balls batted into play, no matter how far the ball travels, are in play.
- c. Bunting is not permitted. Balls that are poorly hit as a result of a full swing and not a bunting motion, are in play.
- d. A hit ball that passes through the pitching circle is considered live.

## 10. Thrown Bat

- a. It is the umpire's discretion to assess if a batter has thrown a bat, and will issue warnings in the first instance, and outs in subsequent instances. The play is called dead and the runners do not advance similar to a strike out.

## 11. Calling Time - General

- a. All plays involving hit balls in play need to be ‘called time’ to end the play.
- b. To call time, an infielder needs to hold the ball in their glove or hand above their head and call ‘TIME!’ loudly.
- c. Outfielders cannot call time, the ball needs to be relayed to an infielder.
- d. In the spirit of the game, coaches should not be encouraging players to take extra bases when an infielder forgets to call time, and the play is clearly over
- e. If the ball is thrown out of play (i.e. goes beyond the end of the screen along first or third base or through the doorways near home plate), time is immediately called
- f. When time is called, runners are awarded bases if they are halfway or further to the base, otherwise they have to go back.
- g. Assessments of bases being awarded to runners is made by the umpires only.

## 12. Overthrows

- a. On hit balls, runners can advance as many bases as they want at their own peril
- b. If a ball is overthrown in an attempt to get the runner out, all runners can advance a maximum of 1 base at their peril, as the ball is still live
- c. Players can only advance ONE base on overthrows, regardless of where the ball ends up.
- d. The play continues until an infielder retrieves the ball and calls time.
- e. The assessment of which base the runner is allowed to advance to in the case of an overthrow is made by the umpires only.

## 14. Baserunning – Obstruction & Interference

- a. Defensive players without the ball (even if they are waiting for the throw) are not allowed to block the bases or the runner. Runners will be called safe if such obstruction occurs.
- b. Defensive players have the right to make a play on a ball. It is the responsibility of the runner to avoid contact with the infielder. If contact is made, the play should be allowed to come to its natural completion and the offending base runner is called out due to interference. If this results in the third out of the inning, no runs will be allowed to count.
- c. Sliding is allowed.
- d. A runner cannot leave the base path (more than 3 feet outside) to avoid being tagged out.

## 13. Baserunning - Players Hit by the Ball

- a. If a runner is contacted by a hit ball they are called out, even if they are standing on a base. This does not apply to thrown balls. If a runner contacts a thrown ball, baseball rules apply and the play is still live.
- b. A runner injured by a thrown ball will get the base to which he was advancing.
- c. A runner deemed to purposefully make contact with a thrown ball will be called out.

## 14. Baserunning – Leadoffs

- a. Players are not allowed to lead-off. Umpires will call players out for leadoffs without warning.

## 15. Baserunning - Helmets

- a. If a base runner loses their helmet while running the bases, time should be called immediately.
- b. Runners are awarded the base they are going to if they are past half way; otherwise they return to the previous base.
- c. If this occurs with the batter and they have not safely reached 1st base, the pitch is replayed.
- d. If the player intentionally removes their helmet during play, the offending runner is called out. Players are returned to the previous bases.

## 16. Ending an Inning

- a. A half inning is concluded when 3 outs are made or the team scores 7 runs (mercy rule)

## 17. Game Timing

- a. No new inning is to start after 1 hour and 40 minutes from the start of the game
- b. Games 'drop dead' after 2 hours - the game is over regardless of what half inning you are in or how many outs have been made
- c. If a game is called in the middle of an inning for any reason (weather, darkness, unsafe conditions, drop dead), the score will be recorded as of the last completed inning.

## 18. Defaulted Games

- a. A game will be considered a forfeit for one or both teams not having 8 players fifteen minutes after the published start time.
- b. If there is a default, the players from both teams can be divided up and play a fun game.

## 19. Protests

- a. Umpires are the final arbiter of all on field calls (balls/strikes, safe/out, fair/foul).
- b. Coaches are encouraged to discuss quietly and respectfully and hopefully resolve any off-field calls that are in dispute (player substitution, game start time, inning run limit/batter limit).
- c. If the matter cannot be resolved, the game should be finished and a protest must be submitted to the convenor within 24 hours.

## 20. Results

- a. Both must notify the convenor within 24hrs of the game via email (9U@bloordalebaseball.com) [or via TeamSnap](#).

## DIAMOND LAYOUT

Division	Base Distances	Pitching Rubber Distances
U9	65 feet	44 feet

## GAME TIMING

How long since the start time?	Do we have time for another inning?
< 1h 40 mins	Yes – start another inning
> 1 h 40 mins	No, the game is over do not start a new inning
2+ hours	Stop the game, revert to the last full inning score

## CONTACT INFORMATION

Umpire in Chief - [umpire@bloordalebaseball.com](mailto:umpire@bloordalebaseball.com)

9U Convenor - [9u@bloordalebaseball.com](mailto:9u@bloordalebaseball.com)