

Bloordale Baseball 11U House League Rules

Updated Feb 2026



GENERAL BLOORDALE PRINCIPLES

The goal at Bloordale is to provide young people with an opportunity to enjoy the game of baseball and to develop their athletic, social and interpersonal skills. It is our goal to be fair to all players, fellow coaches, umpires and parents. As coaches and parents, we should always be good role models by promoting sportsmanship and fair play and adhere to the Bloordale Code of Conduct, found on the website: www.bloordalebaseball.com. All players are entitled to equal playing time and should be encouraged to play all positions.

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.

GAME LOGISTICS

1. Any team unable to field the 8 players, 15 minutes after the scheduled start of the game will default the game.
 - a. If a team is reduced to 7 players due to injury during the game, the game may continue.
2. The official start time of the game is the **scheduled start time**
3. No new inning may start beyond 1 hour and 40 minutes after the **scheduled start time**. At 2 hours, the game 'drops dead' and you revert to the score of the last full inning.
4. Coaches should monitor the pace of the game, and make the 'last inning' decision approximately 1 hour and 30 minutes after the game start time. If no agreement is reached, umpire's decision is final.
5. All innings have a mercy of 4 runs except for the 'last inning'. In the last inning:
 - a. If the away team is winning: they can score a maximum of 4 runs.
 - b. If the away team is losing: they can score as many runs as needed to be up by 1.
 - c. If the home team is winning: the game is over and the bottom of the inning is played at the discretion of the coaches.
 - d. If the home team is losing, they can score as many runs as needed to win.
 - e. If a full inning is not completed by the 2 hour 'drop dead' time, the score will revert to the last full inning.
6. Field playability will be determined after consultation with both teams coaches and/or league officials.
7. In the case of thunder, the game is over and teams should leave the field.

UMPIRES

1. The umpires on the field are the final arbiter of all on-field calls.
2. All on-field calls (ex: strikes, outs) are made by the umpires and cannot be challenged by players, coaches or parents.
3. Rule clarification that does not include on-field calls (ex: player substitution, game start time, inning run limit) can be discussed between coaches and umpires in a respectful fashion, at an appropriate time.
4. Parents are not allowed to approach the umpires during the game – only coaches and assistant coaches are to speak to the umpires.
5. If the matter cannot be resolved, the game should be finished and a protest must be submitted to the convenor within 24 hours.

UNIFORMS & EQUIPMENT

1. Players, managers and coaches must wear Bloordale issued uniforms and hats.
2. Players must have their shirt jerseys tucked into their pants
3. No short pants are permitted
4. No metal spikes/cleats may be worn
5. All players who bat or who are base runners must wear a helmet with a retaining chin strap.
 - a. C-Flap helmets may also be worn (these are helmets with plastic guards that protect the face). The C- Flap design prevents the use of a chinstrap.

FIELD SETUP

1. The base distance is 65 feet and the pitchers mount is 44 feet from home plate.
2. Field setup and take down is a joint responsibility.
3. The home team shall provide game balls and report the score after the game.

BATTING

1. All players must bat in sequential order – no pinch-hitting is permitted.
2. The lineup cannot be altered during the course of the game, with the exception of late arriving players.
 - a) Any player who arrives late for the game, but before completion of the second inning can be added to the lineup by placing his or her name at the end of that team's list. No player shall be added to the list after two innings have been completed. During regular season play, this rule may be waived by the opposing coach in the spirit of inclusion.
3. If a Player leaves the game for any reason, that player's name will be scratched from the line-up and the batting rotation will be reduced with no consequence to the team.
4. A batter who puts the ball into play while batting out of order is automatically out and all runners must return to the base that they occupied before the batter went to the plate, provided the opposing coach protests the matter to the umpire before the first pitch is thrown to the next batter.
 - a) If an out-of-order batter is discovered while the batter is still at the plate, the correct batter will be allowed to hit, but he or she must assume the count as accumulated by the incorrect batter.
5. If the ball hits the batter's hands when the batter is swinging at a pitch and goes into fair territory it is a fair ball and the batter must run towards first base.
6. If a batted ball strikes a runner, the base runner is out and the hitter gets first base. This is only if the runner is directly hit by the batted ball, not from a ball deflected off of a defensive player or object.

FIELDING

1. No player can play the same infield position more than one inning a game.
 - a) Exception: injury substitutions and catchers (who can play a maximum of 2 innings per game)
2. Players may not be substituted from the bench, except in the case of injury or illness. Once removed, the player cannot be returned to the field that inning.
 - a) Exception: Coaches can replace a pitcher with a bench player, if required.
3. Fielders cannot obstruct a base runner unless they are fielding a ball.
4. Fielders cannot use their bodies to block a base while making a tag. If the umpire determines that the fielder was blocking the base, the runner will be called safe.
5. Runners must avoid players making plays on balls or be called out for obstruction.

PITCHING

1. Any player on the team is entitled to pitch during the course of the season, and all players should have the opportunity to pitch in a game.
2. No player can pitch more than 1 inning in a game.
3. If a pitcher delivers at least one pitch an inning, they are deemed to have pitched that inning.
4. A maximum of 6 warm-up pitches is allowed at inning start, or by a new pitcher entering the game.
5. Intentional walks are not permitted.
6. Balks will not be called in house league. Runners will not be disadvantaged as a result of balks.
7. A third trip by coach to the same pitcher in the same inning shall result in the pitcher's automatic removal from the position.
8. A player may not pitch and catch in the same game.

***It is the responsibility of the House League Coaches to prioritize arm care and ensure that the pitcher will not be violating any pitch count rules of their Select Play. This may involve a discussion with the Player and their parents and the Select Coach.**

BASE RUNNING

1. Leadoffs are only permitted after the pitched ball has crossed the plate.
2. Stealing home is not permitted. However, should a defensive player make a play on a runner at any of the bases between pitches, the runner on third can try to advance home at their peril.
3. Stealing is limited to **one base per pitch**/sequence only. Runners cannot advance on overthrows.
4. There will be no advances on a catcher's overthrow to the pitcher.
5. **Every attempt must be made to avoid player collisions.** It is advised that all runners should slide for all plays at the bases. Runners will be called out if malicious contact is made with the defensive player or no attempt to avoid a collision was made.
6. If the catcher gets on base with two outs or is on base when two outs have already been recorded, they can be substituted for by a pinch runner who is **the player last out in the inning**.
7. A base runner is out if they run more than 3 feet (one meter) off the baseline to avoid a tag, at the umpire's discretion.
8. It is the baserunners responsibility to avoid interfering with a fielder making a play on a batted/thrown ball. In this case a runner will be called out and any subsequent runners will be placed at the umpire's discretion.
9. A dropped third strike by the catcher is an out. Runners may not advance.
10. On a walk, no runner may advance more than one base. Runners cannot score unless forced.
11. On passed balls and wild pitches, runners may only advance one base.

GAME TIMING

How long since the scheduled 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

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