

# Bloordale Baseball

## 9U House League Rules

Updated Feb 2026

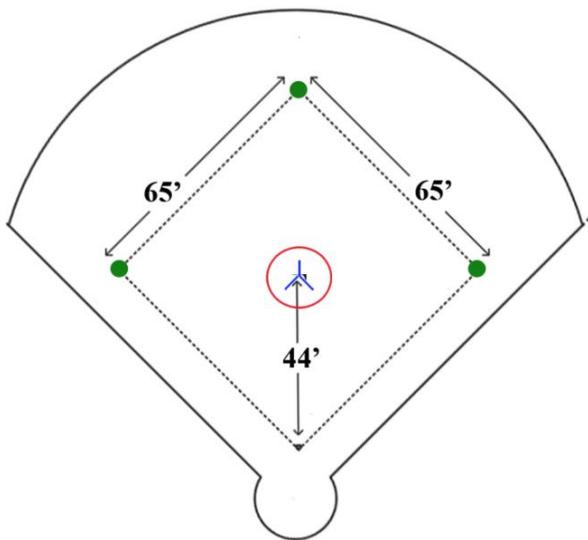


### GENERAL BLOORDALE PRINCIPLES

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](http://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.

### FIELD SETUP



- The field will be set up prior to the game, and taken down at the end of the game by the coaches as a shared responsibility
- Hammer in bases (green circles) at ~65 feet between the bases – there are marks on the fence and a measuring tape to ensure distance is correct
- Set up the pitching machine (blue tripod) over the pitching rubber, or 44 feet from the home plate
- Using a bat, draw a 'dead ball' circle (red circle) around the pitching machine – no player is to play the ball in this circle for safety reasons
- Ensure that the speed of the pitching machine is set to the labels on the machine
- Turn on the pitching machine and calibrate the height of the pitches prior to the game start

### DIAMOND LAYOUT

Base Distance	Pitching Machine Distance
65 feet	44 feet

### UMPIRES & CALLS

- The umpires on the field are the final arbiter of all on-field calls.
- All on-field calls (ex: strikes, outs) are made by the umpires and cannot be challenged by players, coaches or parents.
- 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.
- Parents are not allowed to speak to the umpires during the game – only coaches and assistant coaches are to speak to the umpires.
- If the matter cannot be resolved, the game should be finished and a protest must be submitted to the convenor within 24 hours.

## 9U RULES

### 1. 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. No player should play the same position more than once per game.
- b. Players must alternate from infield to outfield every inning. In the case of less than 10 players, this may not be possible, but players should still rotate through all positions.
- c. A maximum of 10 players are allowed on the field.
- d. No player may sit twice until every other player has had to sit at least once.
- e. Infield positions include: pitcher, first base, second base, third base and shortstop.
- f. Outfield positions include: catcher, left field, left-center field, right field and right-center field.
- g. If a team has only nine players, then they must use only three outfielders and a catcher.
- h. If a team has only eight players, then they can play without a catcher and have home plate covered by the pitcher on plays at home.
- i. If a team has only seven players, then they must forfeit the game. However, it is encouraged that a fun game be played using the players who are present.

### 2. Batting Player Positioning

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

### 3. Defensive Player Positioning

- a. For safety and fairness, infielders (except pitcher) must be positioned behind the baseline.
- b. The pitcher must stand on the left or right of the pitching machine, outside of the circle. Pitchers cannot stand closer to the batter than the pitching machine.
- c. Outfielders must stay on the grass until the ball is in play.
- d. Defensive players cannot move until the ball is in play.

### 4. Coaches Positioning

- a. A pitching coach operates the pitching machine, and controls the pace of play:
  - i. Do not pitch the ball unless the batter and catcher are ready.
  - ii. It is recommended to quickly glance at the defense before the first pitch of an at-bat, as coaches on the defensive team usually take this opportunity to position players.
  - iii. When you are out of balls, exchange the empty bucket for the catcher's full bucket.
  - iv. Pitching coaches do not call bad pitches – that is the umpire's responsibility
- b. Base coaches (1<sup>st</sup> and 3<sup>rd</sup>) stand in foul territory and should not come into contact with the defensive players or runners.
- c. A "batting" coach standing in the dugout is highly recommended.
- d. Two defensive coaches are allowed on the field and must be behind the infielders and not interfere with the in-play ball, defensive players or runners.

### 5. Batting – Pitching Machine

- a. Teams can adjust the height of the pitching machine any time during the inning.
- b. The speed of the pitching machine is not to be altered.
- c. If the feet of the pitching machine need to be altered, ask the batter to 'step out' and throw a practice pitch to ensure the alignment is correct.

## 6. Pitcher's Circle

- a. A circle of ~3-foot radius must be clearly defined around the pitching machine.
- b. 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. The ball hits the pitching machine (or any component of the machine: generator, deflector, etc.) at any point in the play.
  - ii. The ball comes to a stop in the pitchers circle.
  - iii. Defensive player enters the circle to play the ball.

## 7. 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 “**Last Pitch**” on the 5<sup>th</sup> good pitch
  - ii. If the batter hits a foul on the last pitch, they get another pitch
  - iii. This continues until the batter puts the ball in play or strikes out

## 8. Batting – Ball in Play

- a. The umpire will make all balls fair or foul – this is not to be challenged by coaches or players.
- b. Any balls batted into play, no matter how far the ball travels, are in play.
- c. Bunting is not permitted, however- balls that are poorly hit as a result of a swing are in play.
- d. A hit ball that passes through the pitching circle is considered live.
- e. On hit balls in play, runners can advance as many bases as they want at their own peril

## 9. 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.
- b. The play is called dead and the runners do not advance similar to a strike out.

## 10. Calling Time – General

- a. All plays involving a hit ball in play need to be ‘called time’ to end the play.
- b. To call time, an infielder needs to have the ball in their possession, hold their hands up and call ‘TIME’ loudly.
- c. Outfielders cannot call time (even if standing on the dirt), they need to throw to an infielder.
- d. In the spirit of the game, when the play is clearly over but the player forgets to call time, opposing coaches should not encourage players to take extra bases.
- e. If the ball is thrown out of play (over the fence, into a dugout), time is immediately called and players are awarded a base if they are halfway or further to their base.
- f. The assessment of bases being awarded or not is made by the umpires only.

## 11. Overthrows

- a. An overthrow is when a throw is made in an attempt to get an out, or to relay a ball from outfield to infield and misses, rolling away from the intended receiver.
- b. If a ball is overthrown, runners can advance a maximum of ONE BASE at their peril, as the ball is still live.
- c. Players can only advance a maximum of ONE BASE, regardless of where the throw ends up.
- d. The play continues until an infielder retrieves the ball and calls time.

## 12. Baserunning: General

- a. Base runners must have their helmets on at all times when on the field.
- b. Lead-offs are not allowed. Umpires will call players out for leadoffs without warning.
- c. Sliding is allowed.
- d. A runner cannot leave the base path (more than 3 feet outside) to avoid being tagged out.

## 13. Baserunning: Obstruction and 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 and it is the responsibility of the runner to avoid contact with the infielder if they are making a play on a ball. If contact is made, the play should be allowed to come to its natural completion, and the base runner is called out.

## 14. 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 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 (by the umpire) to purposefully make contact with a thrown ball will be called out.

## 15. Ending an Inning

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

## 16. 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.
- d. Considerations for safety should be taken into account – darkness, high wind, rain. Coaches should make decisions that are best for the safety of players and not the score of the game.

## 17. Defaulted Games

- a. Teams with less than 8 players, 15 minutes after the start time, must forfeit the game

## 18. Results

- a. Both coaches must notify the convenor ([9U@bloordalebaseball.com](mailto:9U@bloordalebaseball.com)) of the score of the game within 24 hours of the game end or update the score via TeamSnap.

## 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](mailto:Umpire@bloordalebaseball.com)

9U convenor – [9u@bloordalebaseball.com](mailto:9u@bloordalebaseball.com)

Head of House League – [Houseleague@bloordalebaseball.com](mailto:Houseleague@bloordalebaseball.com)