



2007 HOUSE LEAGUE PLAYING RULES

The LDBA Presidents' Council has agreed to the following rules for the House League Divisions ONLY. They are included here so they can be referenced by the administration, house league coaches, and umpires. Please be aware that these are LDBA house league rules and OBA rules and Baseball Canada rules are also in effect unless stated below.

ALL DIVISIONS

- Must provide the Convenor with an email contact for every team
- Rainouts must be scheduled within 2 weeks.
- Continuous batting order
- Standard OBA diamond sizes (irregularities should be noted)
- Coaches should retain a copy of these rules in the event of a discrepancy
- 7 inning games, except in mosquito which will be 6 inning games
- No metal cleats
- Curfew due to darkness or because of a second game on the diamond
- Home team to supply 2 new game balls for each regular season game.
- For playoffs, each team to supply 1 new ball for each game.
- Ties to stand in regular season play – each team to receive 1 point
- Can start game with just 7 players, with automatic outs used to complete a 9 person batting roster

MOSQUITO

- Pitcher limited to 9 **consecutive outs (the pitcher, if removed from the pitching position, may return to the game in another position, but will not be allowed to return to the pitching position)**
- Games start at 6:15 p.m. sharp or as otherwise stated on the schedule, with no new inning after 8 p.m. – games are 1 hour 45 minutes in length. The inning ends and the next inning begins at the 3rd out of the home team.
- Games are 6 innings in length – 7 runs per inning except in 6th inning
- No curve balls allowed and no balks to be called
- Stealing only after the ball leaves the pitcher's hand
- Bunting is allowed
- No leading off – runner may not leave base until ball has left pitcher's hand – penalty – runner is out, ball is declared dead
- Mercy rule - 10 runs after 4 innings; 7 runs per inning
- Batter may not run on third strike missed by the catcher – ball is alive and runners on base may advance at their own risk

PEEWEE

- Pitcher limited to 9 **consecutive outs (the pitcher, if removed from the pitching position, may return to the game in another position but will be allowed to return to the pitching position)**
- Games start at 6:15 pm - no new inning to start after 2-hour time limit
- Stealing, lead offs
- Mercy rule - 10 runs after 5 innings
- No curve balls
- 1 balk per team per game – balks are called at discretion of the umpire
- 7 runs per inning except in the final (7th) inning
- Batter may run on a third strike missed by the catcher



BANTAM

- Pitcher limited to 12 **consecutive outs (the pitcher, if removed from the pitching position, may return to the game in another position but will be allowed to return to the pitching position)**
- Stealing, lead offs, balks
- Bats are 2-3/4 minus 5 (length and weight differential)

MIDGET 3

- Pitcher limited to 12 **consecutive outs (the pitcher, if removed from the pitching position, may return to the game in another position but will be allowed to return to the pitching position)**
- Stealing, lead offs, balks
- Top teams play for A championship, others play for B championship
- Wood or wood composite bats as per OBA rule

JUNIOR 2

- Pitcher limited to 15 **consecutive outs (the pitcher, if removed from the pitching position, may return to the game in another position but will be allowed to return to the pitching position)**
- Bat rule applies (wood or composite bats as per OBA rule)
- Can only call up from Midget 3 teams
- Overage Junior 2 players can't pitch or catch and the overage players
- Must be indicated on the game sheet and there can be no more than 4 players on the roster

Players on **Midget 3** and **Junior 2** teams must be listed on 50% of game cards to be eligible to participate in playoffs, exceptions able to be approved by Convenor.

Junior 2 can only call-up players from **Midget 3** division.

Discipline as per the LDBA Ejection Suspension as approved in March 2007. See www.eteamz.com/ldb under "**Rules**" or in this handbook.