



Rule Book

Updated 05/15/19

Full List of league Rules and Procedure

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Game Play

1. Quick Game Play Tutorial

- Helmets are mandatory
- Metal cleats are forbidden
- Unaltered wood bats only
- 11 batters per inning - last batter rule applies
- Maximum of 9 players and minimum of 7-players allowed on defense
- No new inning after 10 minutes to the hour
- Time limit (1 hour & 50 Minutes) or 9 inning finish
- Extra innings will always take place in the event of a tie if time permits
- Player may never touch home plate - Player touching home plate will result in automatic out
- Any bunt attempt not resulting in a fair ball results in an out
- Any ball that doesn't make it outside of, or is picked up inside of mini-diamond below (Dead Ball Zone) results in a foul ball unless on 4th pitch which results in an out.
- +3 rule in affect for homeruns at all parks.
 - Homerun resulting in difference of +4 and above will result in a strike
- No new player can join a game in progress after the completion of the 5th inning
- Minimum 7 players needed to start game
- Forfeited games result in team fines of \$100.00 (enforceable at the discretion of the board)
- Player suspensions result in player fines of (enforceable at the discretion of the board):

2. Pitch to your Own Team

- The batting team provides their own pitcher
- Only 4 pitches allowed; if batter fouls off, misses, doesn't reach base safely in 4 pitches, the batter is out.

3. Bats

- Wood bats, unaltered. Hardball bats only.

4. Helmets

- All batters and base runners must wear a helmet at all times. The helmet must be a baseball helmet with proper ear protection on both sides. Play will not be stopped if a helmet falls off while running around the bases but once the play is dead the runner must put the helmet back on immediately

5. Cleats

- Metal cleats forbidden

6. Innings

- 9 innings or time limit (1 hour & 50 minutes)

7. Time Limit

- No new inning starts 10 minutes to the hour.
 - Game 1: 7 pm - 8:45 pm
 - Game 2: 8:45 pm - 10:30 pm

8. Pinch Runners

- Each team is allotted 3 pinch runners per game.
 - Any player may pinch run

9. Courtesy Runners (Injured Players)

- A free courtesy runner will be provided for any player sustaining injury as determined by the umpire.
- The injured player must complete a safe run to first base after a hit. Once safe, a free courtesy runner will be allowed.
- The free courtesy runner must be the last out only.
- If an injured player receives a courtesy runner, he may only play back catcher on defense for the remainder of the game.
- If a player is injured prior to the start of the game and requires a courtesy runner, the umpire must be made aware prior to the start of the game and the player may only play back catcher on defense.

10. Homeruns

- Fielders commitment to retrieve ball
 - +3 rule in effect
 - A team may have no more than 3 homeruns than their opponent at any time during the game (over the fence).
 - All homeruns above +4 will result in a strike

11. Base and Pitching Mound Distance

- Base Paths are 70 ft.
- Front of Pitching mound is 60 ft.
- All measurements are calculated from the rear-point of home plate.
- Please see diagram below for layout and measurements

12. Lead-offs and early starts

- Policy (automatic out)
 - Contact of the bat must be made before runner leaves the base.
 - Any early start without contact results in the base runner being called out.

13. Bunting

- Any bunt attempt not resulting in a fair ball results in an out.
- If a batter shows bunt and does not put the ball in fair territory, the batter is out.
 - If you show, you gotta go.

14. Umpires

- Umpire is responsible for keeping time, following game play, scoring games, keeping running tally of game score, statistical input, adjusting field lines between games.
- Umpire reserves the right to issue a team warning
- If another infraction occurs, the umpire has the right to eject any player for disorderly conduct as he sees fit.
- Ejected player must leave premises
- No player may argue an umpires call

15. Home Plate and Commit Line

- Player never touches home plate.
- Player must touch line at homeplate, or area behind line drawn perpendicular to the base line from the front corner of the plate to the fence. If the runner jumps or dives across the line he is not safe until any part of his body touches the line or the area behind the line.
- Base runners are allowed to slide into the line which acts as home plate.
- Once the base runner has passed the commit line he can no longer be tagged out. The only way the defense can get the base runner out is by stepping on the plate. If the catcher tags the base runner after he has crossed the commit line the runner will be automatically deemed safe.
- A commit line is drawn 35 feet away from home plate on the 3rd baseline. Once a player breaks the plane of this line (like a touchdown in the NFL), he is committed to home plate and cannot return to 3rd base. If the player breaks the plane of the commit line and returns to 3rd base in a rundown he is automatically out as soon as he touches 3rd base.

16. First Base

- A two toned extended white and orange bag is used for first base. The base runner must only step on the orange section to the outside of the base line and the fielder must only step on the white section on the inside of the baseline when the batter is running from the plate to first base and there is a play at the bag. If the base runner steps on the white part or the bag when there is a play at first base he automatically out. If the fielder steps on the orange section of the bag when there is a play at first base the runner will automatically be safe.
- A wild throw from a fielder to first base that causes the first basemen to step off the bag may result in the first basemen tagging the runner before he reaches the bag. This play is allowed and the runner will be called out. However body contact is prohibited, only a tag with the glove on the runner will result in an out. If the first basemen is drawn off the base and impedes the runners progress to the bag before catching the ball and attempting a tag, or if body contact is made during the tag, the runner will be called safe due to fielder interference.
- These first base rules are designed to prevent body contact at first base and will be enforced purely based on the umpire's discretion.

17. Running the bases (base runners and fielders)

- A base runner running between bases may not in any way interfere with a defensive player attempting to make a play on a ground ball or pop fly. Such actions include, but are not limited to, screening an infielder by stopping in front of a ground ball and then moving at the last minute or standing under a pop fly. Such actions will result in the base runner being called out.
- If a fielder is interfered with by a runner in a potential double play scenario, the umpire may call both runner and batter out as a result of the interference.

18. Fielders

- Maximum of 9 fielders and a minimum of 7 can be on the field defending.

19. Back Catcher

- The back catcher must be positioned on the same side as the umpire and must stay inside of the outer most support posts of the backstop and no more than 1-metre from the fence. Once a pitch crosses the plate, the catcher may then enter field of play.

20. Last Batter Rule

- The 11th batter of the inning must attempt to make it to home plate.
- As soon as play is made to home plate and catcher steps on the plate, the inning is over regardless of outs on the field.
- If there are two outs and an out is made on the field (not home plate) the inning is over. Runs scored before the out is made will count.

21. Minimum Players

- A team must field a minimum of 7 players. If less than 7 players are present before game time, team forfeits. A 15 minute grace (15 minutes after the scheduled start of the game) period will be granted to allow for a 7th player to get to the diamond before a forfeit will be enforced.

22. Pitcher and Pitching mound

- If pitcher touches ball or is hit by ball or interferes with play as determined by umpire, batter is out and runners do not advance.
- Interfering with the play may be a result of the pitcher not getting out of the way when a fielder is trying to catch a fly ball or attempting a throw to any of the bases. The pitcher must make every attempt not to interfere with the play. Interference will be determined by the umpire.
- Interference will result in the automatic out of the batter or base runner to which the play involved.
- Pitcher picks up a live ball: If a pitcher picks up a ball and the umpire determines that the play was still “live”; runners must return to the previous base.

23. Dead Ball Zone (foul territory)

- Dead ball line will be drawn from 35 feet (half waypoint) perpendicular to the first and third baseline inward to infield. Hit before dead ball line = foul or out if contact occurs on 4th pitch
- Any ball that doesn't make it outside of, or is touched inside of mini-diamond below (Dead Ball Zone) results in a foul ball unless on 4th pitch which results in an out. If a ball lands in fair territory and is untouched by a fielder, and rolls back into the dead ball zone and remains untouched or is touched therein, a foul ball is the result, unless on 4th pitch which results in an out.

24. Hard balls per game

- 3 new balls per game, used balls are kept and re-used when new balls run out.

25. Disputes and appeals

- Process and decision making
 - Executive Board of Directors will make all decisions on formal appeals put forward by team captains. Disputes involving the team of any of the board members will be dealt with by the remaining independent board members and the board member whose team the issue involves will not be a part of the decision making process.

26. Player Responsibilities & Conduct

- Any action that is determined as “intent to injure” by umpire will result in a 3 game suspension. Any act following will result in expulsion from the league.
- Any excessive provoking from a player to any member of the opposing team, (name calling, threats, intimidation and discriminatory behaviors of any kind in accordance with the Ontario Human Rights Commission), as determined by umpire, will not be tolerated and will be dealt with by an immediate game ejection and 1-game suspension with Board member review on a case by case basis to determine further penalty, up to and including a lifetime expulsion from Markham 4-Pitch with no refund.
- If reports of this kind of behaviour are received, the following steps are taken :
 - i) First report - player or team receives a formal written warning.
 - ii) Second report - player or team receives a suspension (duration of which will be determined by the Board of Directors).
 - iii) Third report - player or team is ejected from the league without refund, and receives an irreversible lifetime ban. Markham 4-Pitch members that are ejected from the league are not welcome to attend as spectators.
- Note: Markham 4-Pitch Hardball reserves the right to skip these steps outlined above at the discretion of the Board of Directors, and has the right to immediately eject a team or player from the league without refund. These decisions are non-appealable, and failure to comply with the rules may result in further punitive measures.

27. Eligible Players

- All players participating in league games, including tournaments, must read and sign the league's registration and liability waiver, submit to team Captain Pre-season and register on-line.
- Players must play 5 regular season games with a single team, in the season that immediately precedes the playoffs to be eligible for participation in post-season games.
- Once a player plays 5 regular season games with a team in a given season, the player may not play a regular season or playoff game with a different team within the given season.

28. Rain-outs

- If possible, rain-outs will be re-scheduled for the immediate Friday following the rain-out.
- A game is considered complete if the 5th inning is in the books.

29. Infield fly rule

- Infield fly rule applies to a pop fly, in fair territory, with less than two outs, force play at 3rd base and/or home plate and is deemed easily playable by the umpire by any member of the infield. The batter is automatically out.
- The play is still considered live should an infield fly scenario occur.
- Dead ball zone is considered foul territory.

30. Per Inning Batter Cap

- In order to finish all 9 innings, there is a per inning batter cap. Each team is allowed 11 batters per inning. Last batter rule applies. There will be no batter cap in the 9th inning.
- Last Batter Rule: If there is two outs when the last batter comes to the plate, any regular out, including a play at home plate, will end the inning. If there are less than 2 outs, the inning will only end when the ball reaches home and the catcher steps on the plate.

31. Short Players Procedure

- 7 player minimum
- If a team can only field 8 players, they must sacrifice their 4th outfielder to supply a catcher. If a team can only field 7 players, the catcher position may be left open at that team's discretion; however, it is the responsibility of that team to collect and return balls to the pitcher without disrupting the flow of the game. If the umpire notices that the flow of the game is being disrupted by the lack of a back catcher; the team in question must sacrifice an outfielder to back catch.

32. Player Etiquette Breach

- Should a player breach normal player etiquette as judged by the umpire; the umpire has the right to issue a team warning. Once the team warning has been issued, the umpire has the right to eject any player who oversteps the normal player etiquette as judged by him.

33. Cleanliness expectations

- Cleanliness expectations
 - No garbage is to be left behind after any game. Each team is responsible for own clean-up of their dug-out and the area around it including the stands.

34. Alcohol and drugs

- Under no circumstances is alcohol or drug use permitted on the field or in the dug-outs.

35. Tiebreak

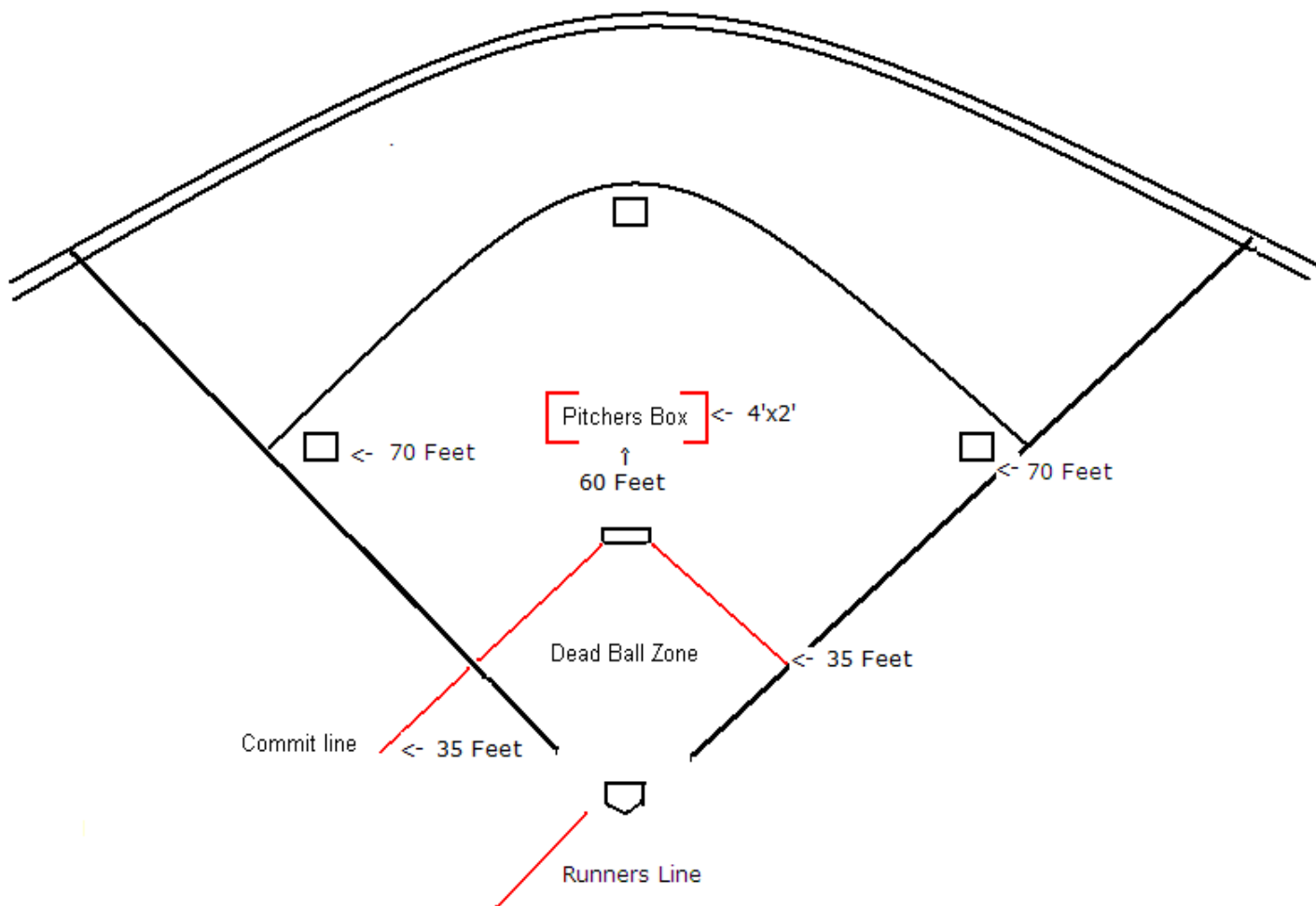
- Tiebreak for all regular season and tournament games, unless otherwise specified by the Board of Directors will revert back to the last team leading the game at the end of a completed inning. The team last to lead the game wins.

36. Umpire Discretion

- If there is an instance where an on-field dispute of a rule occurs and the answer/solution is not contained in this rule book; the umpire must use his judgment to make a proper call.
- In the event that a call cannot be reached due to unforeseen events, default ruling to MLB rule book.

37. Captains Responsibilities

- Communicating to team about league events, providing attendance details for events, payment of league dues on teams behalf
- Setting line-up and batting order on game sheet and submitting to Umpire before game
- Supply 3-Game Balls if Home team
- Home team must line the field, peg and measure bases
- Ensure bases are returned to league box after games or team must pay for new set
- Ensure all team members when batting remain inside dug-out other than 1st base coach, 3rd base coach & on-deck batter
- Make sure there is no garbage in dugout after game
- Ensure team brings cans, no bottles
- Positive advocate of the league on and off the field
- Must ensure that outfielders retrieve homerun balls
- Home team captains are responsible for set-up and take down of equipment.
- Including lining of field, setting up and taking down bases to league specifications.
- If bases are not placed in the league box, Home team Captain(s) will be charges the replacement cost.

Diamond Dimensions & Diagram:

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