



9U House League Rules

1) Fields

1.1 Playing Locations - All games will be played at Aldergrove Athletic Park (AAP)

- Field 2 is the South East Corner Diamond
- Field 3 is the far South West Corner Diamond
- Field 4 is the middle, far West Diamond
- Field 5 is the far North West corner

1.2 Schedule

- Will be posted at least one week prior to start of season.
- Opening day is first Saturday of April.
- 9U Practices and Games are booked Tuesday and Thursday evenings & Saturday.
 - All other field times are on a first come, first serve basis.
- There will be development times scheduled as well, and those may land on a different day.

1.3 Set Up

- Home team is required to set up Bases & Pitching Machine (Slinger)
- Visiting team is required to put away Bases & Pitching Machine (Slinger)
- Equipment must be taken from, and put back into, the green lock-up bin that is beside the Sea Can just north of the 11U (Mosquito) Diamond. One slinger has been placed in the green Sea Can by Diamond 1 for Field 2 use. (South East Diamond)
- Coordinator along with coaches are to line fields and make marks as to the base & Slinger locations.

1.4 Dimensions

- All bases will be 60 feet apart from each other for the whole season.
- Slinger will be no closer than 42 feet from home plate.

2) Playing Rules

2.1 Games

- Games are to START ON TIME based on the schedule on Thursdays and on Saturdays
 - This means warm-up is completed, players in the field and the batter ready for the first pitch.
- No Inning shall start after 60 minutes from first pitch.
- The home team is to keep score, but there are no standings at this level until playoffs.
- Dragon Race will conclude every game – Home team at home plate and Visiting Team at Second Base.
 - Rain-outs will be decided by both teams and are NOT rescheduled.
 - Minimum 1 hour prior to start of game notice if at all possible.

2.2 Players

- All players must be fully registered in order to play any game – Non-complete registration = not on Official Roster and therefore not insured.
 - Includes: full payment of registration, copy of birth certificate to registrar and all postdated cheques to registrar (Jersey & Volunteer)
 - Players (Parents/ Guardians) will be notified of the
 - incomplete registrations a minimum of four times prior to the first game of the season and will be aware of this policy
 - Coaches will be notified of non-complete registrations and will not be
 - allowed to let the players play.
 - Coaches will incur full liability if non-registered players step on to the field.
- A team may play with as few as 6 players and as many as 10 on the field.
 - Tenth player MUST play in the outfield.
 - If only 6 players, there is to be no Catcher and the coach is to throw the ball back to the pitcher.
 - Less than 6 players will result in a forfeit (score to be 7-0) but the game may be played as exhibition with shared players from each team.
- Siblings (same age or younger only) are permitted.
 - Call-ups must be registered with Aldergrove Minor Baseball in order to be insured. NO EXCEPTIONS.
 - Call-ups must hit last in the batting order.
- All players are to bat.
- Every player must sit once before any player can sit twice in a game.
 - If a player does not want to play, is injured or needs to go to the bathroom, let the opposing coach know and the player may miss a second or third inning.
 - Every Player is to play at least one inning in the outfield and 1 inning in the infield.
 - No player shall play the same position more than 2 innings per game
 - With the exception of catcher and 3 Innings are permitted.

2.3 Pitching (note some rules change after May long weekend, see below)

- A Pitching Machine (Slinger) will be used for the entire season.
- Offensive team is to operate the slinger – Must be an adult.
 - If a player loads/ touches the Slinger, they are to be reminded not to touch it. If player touches it again, they are to be moved to another position immediately and coach is to talk to them about safety. Said player is not to be pitcher for the remainder of the game.
 - SERIOUS INJURY CAN OCCUR FROM MISUSE OF SLINGER.

- If a batted ball touches the Slinger or the operator, the play is dead and the batter is awarded first base. All base runners may advance 1 base only.
 - If a batted ball is deflected by, or attempted to be played by the operator, the play is dead. Batter is out and the runners may not advance on the play.
- Slinger will be set at a pre-determined speed. Do not adjust the speed, only the screw where the ball sits on to adjust height is permitted.
 - Sling speed will start at 5 at the beginning of the season and move to 6 on the week of May 1st.
 - If determined by both coaches that the Slinger needs adjustments, the corrective measures may be taken.
 - Make the adjustments as soon as possible and make sure to have the batter removed from the box and multiple pitches are made to determine the correct speed.
 - Batter will start with a new count.
- Each batter is permitted 5 pitches only. Not swings, pitches.
 - Missed fifth pitch is a strike out.
 - If the fifth pitch is fouled off, the batter will be awarded another pitch until they either hit the ball fair or miss a pitch.
 - missed swings (strikes) and batter is out.

After May long Weekend Changes

- Live pitching will start after the May long weekend with 2 innings of pitching to start the game. Slinger is used for inning 3 & 4.
- Live pitching
 - All pitchers throw from 42 feet.
 - Pitchers can pitch a maximum of 1 inning per game and 2 per week.
 - Pitchers are allowed 4-5 warm up pitches on the mound and then the game must start.
- If a pitcher hits two batters, the pitcher is removed from the mound, and another pitcher goes in their place.
- Pitching- 5 pitches only to encourage hitting
 - If after 5 pitches a batter has no swings, the coach will pitch 3 balls, overhand, to the batter. If there are no swings, the batter is out. If the batter has 1 swing, they receive 2 coach pitches, 2 swings, 1 pitch.
 - Continuation on foul balls of coach pitching is permitted.
 - Umpires are to call a strike if it is a true strike as it crosses the plate.
- If a batter is hit by a ball, they will continue to hit. There are no walks.
- Slinger- we will move to 3 strikes or 5 pitches.

2.4 General

- A soft version of a hard ball is used for game play (Level 5 ball).
- Run limit of 3 for each at bat except for the “open inning” which will have a 5 run limit.
 - “Open Inning” will be determined by the two coaches prior to the start of the inning. No inning shall start after 60 minutes from start time.
 - Home team will always get their final at bat - No matter the score.

- It is a developmental division, and all players need the practice in fielding and hitting.
- Outs or 3 runs scored will be considered a completed half inning.
- “Infield Fly” rule does not apply.
- Players can only be advanced by a batted ball.
 - No Walks.
 - No Bunting is permitted. If a player bunts, it is a dead ball and all players return to their bases. It is counted as a foul ball.
 - No Stealing is permitted. Players must be advanced by a batted ball.
 - No Leadoffs. Players will return to their bases and the batter is to hit again with the same count. No outs will be called for leadoffs.
 - If a base runner stops forward momentum and the baseball is in the infield, the runner must return to the previously occupied base. No throw or play is to be attempted at this runner.
 - Control is not needed for the ball in the infield, but the ball must be attempted to be in control of a player (ex: a missed catch is an attempt of control.
 - No base advancement on overthrown balls. Players are to remain at the base.
- Scorekeeping- it is great to introduce scorekeeping at this age so parents become familiar with it. We do not use final scores for overall standings, but in older years, scorekeeping is important and it is good for parents to learn the basics now. This will also help with live pitching as we will need to know how many pitches are thrown.

After May long Weekend Changes

- Control of the ball comes into play.
- If the infield is not in control of the ball, the runner may advance 1 base.
- If a ball is overthrown at 1st, the runner may advance 1 base.
- If a runner turns to the right after crossing first base, they remain safe at 1st, but if they round the base to the left, they have committed to running to second base. If it is a forced play, the bag can be tagged and the player is out. If it is not a forced play, the runner must be tagged to be out.
- Base runners can only score from 3rd base on a hit or an overthrow.
- Stealing of 3rd base from 2nd base is permitted. No stealing of second or home.
- Players may slide into 2nd or 3rd base and it must be feet first. Headfirst sliding will be called out. There is no sliding into 1st or home at this time.

3) Coaches

- All coaches (Head Coach & Assistant Coaches) must have a Criminal Record Check completed by AMBA Opening Day and in the Secretary hands to step on the field for the first game.
 - Non-Compliant teams will forfeit their games. Game cannot be played due to insurance & AMBA policy.
- Home team is to supply 5 game balls at the start of the game. 5 is ideal for slinger use.

- Teams are to swap batting line-ups to the opposing team 15 minutes prior to the start of the game.
- Offensive team is to umpire their ½ inning.
- No physical coaching allowed with a batter. Verbal only.
- Offensive team is permitted to have a coach at first and third bases only as well as the Slinger operator. All others must be off of the field of play.
- Defensive coaches (up to 3) are permitted in the playing field until after the Victoria Day long weekend. After this, no coaches are permitted on the playing field while playing defense.

4) Equipment

- **Non-Issued pieces or equipment that will be required for the season include:**
 - Jock or Jill (mandatory athletic supporter for boys and girls)
 - Gray pants
 - Baseball glove
 - Batting helmet
 - Cleats
 - Bat
 - Not mandatory, but they are not provided by the association and therefore you would have to borrow from another player.
 - 9U-30 inch, 2 5/8 inch max diameter, unlimited length/weight drop - bats with greater than 2 1/4 in. barrel diameter must be marked "USABB" or stamped with BPF 1.15" (Bat Performance Factor)
- Shirt and hat are paid for in registration fees and will be given at the start of the season

