

QBL Playing Season & Tournament Rules

The Quinte Baseball League is affiliated with the EOBA and the OBA. For this purpose, the rules will be followed in the following order.

1. Quinte Baseball League
2. Eastern Ontario Baseball Association (EOBA)
3. Ontario Baseball Association (OBA)
4. Official Rules of Baseball (Baseball Canada)

1.00 Official Rules: Objectives of the Game – No exceptions noted

2.00 Official Rules: The Playing Field – No exceptions noted

3.00 Official Rules: Equipment & Uniforms – The following exceptions are noted

3.04 Catcher's Mitt

- a) Catcher's mitt required is Mosquito, Pee Wee, Bantam & Midget.

3.08 Helmets

QBL shall adopt the following rule pertaining to the use of helmets:

- (a) All players shall use some type of protective helmet while at bat and while running the bases.
- (b) All players in QBL shall wear a double ear-flap helmet while at bat or on base.
- (c) All single ear-flap helmet are NOT permitted at any level.
- (d) All catchers shall wear a catcher's protective helmet and face mask while receiving a pitch.
- (e) All base coaches under 19 years of age shall wear a protective helmet while performing their duties.
- (f) All bat /ball boys or girls shall wear a double ear-flap protective helmet while performing their duties.

Rule 3.08 Comment: The intent of the Helmut rule is that they be worn as they were designed by the manufacturer for maximum safety. If the umpire observes any violation of these rules, he shall direct the violation to be corrected. If the violation is not corrected within a reasonable time, in the umpire's judgment, the umpire shall eject the offender from the game, and disciplinary action, as appropriate, will be recommended.

3.11 Equipment & Uniforms

- d) In all Series, shoes with metal cleats are prohibited.
- i) Subject to the following, in addition to wooden bats, metal bats shall be allowed in QBL play.
 - i. There is no Length to Weight restrictions.
 - ii. Bats stamped as Softball Bats are permitted at Rookie and Mosquito.
- j) Players, coaches and managers who use electronic devices on the field will be ordered by the umpire to remove them from the field immediately. Failure to do so will result in ejection. Umpires who use electronic devices on the field during the game are subject to suspension and potential loss of accreditation. Fitbits, FuelBands, and other fitness trackers are considered electronic devices for the purposes of this rule, and are not permitted except where required for medical reasons (i.e.: heart rate monitor prescribed by a physician). Exception: Dedicated watches, stopwatches and electronic pitch counters/indicators are permitted.

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k) All players, including pitchers, are permitted to wear compression sleeves on one or both arms. If only wearing one, it may be worn on either the pitching or glove arm. A compression sleeve extending only to the elbow shall have the same restrictions as a compression sleeve extending to the wrist. Pitchers must wear compression sleeves which are solid in colour and may not be white or grey. Pitchers may not wear compression sleeves which are distracting in nature including designs and reflective material.

l) With the exception of piping (strings), no part of the pitcher's glove may be white or gray. The pitcher's glove may not, in the judgment of the umpire, be distracting in any manner. No fielder, regardless of position may use a fielding glove that, in the judgment of the umpire, mimics, or attempts to mimic the colour of a baseball.

4.00 Official Rules: Game Preliminaries – The following exceptions are noted

4.01 Umpire Duties

(c) Receive from the home Club a supply of 1 regulation baseball, the number and make to be certified to the home Club by the League. The umpire shall inspect the baseballs and ensure they are regulation baseballs and that they are properly rubbed so that the gloss is removed. The umpire shall be the sole judge of the fitness of the balls to be used in the game.

(e) Have in his possession at least two alternate balls and shall require replenishment of such supply of alternate balls as needed throughout the game. Such alternate balls shall be put in play when:

4.09 Players May Advance to Higher Series

b) In advancing, a player may only advance as follows:

- i. A Rookie player may only advance to Mosquito. (Note: A Rookie player is not eligible to pitch.)
- ii. A Mosquito may advance only to Peewee.
- iii. A Peewee may advance only to Bantam.
- iv. A Bantam may advance only to Midget.
- v. Players who turn 19 years of age in the calendar year are eligible to play Midget.

e) Once discovered, the penalty for violating any provision of "Players May Advance to Higher Series", shall be forfeiture by the team to which the player advances. The QBL shall determine what other appropriate steps will be taken in the circumstances. The QBL's decision is final and is not appealable.

4.09 f) Run/Inning Limits

Mosquito - Maximum 4 Runs/Inning

Pee Wee - Maximum 5 Runs/Inning

Bantam - Maximum 6 Runs/Inning

Midget - Maximum 6 Runs/Inning

4.10 Player Registration

a) AP Players signed to a current EOBA roster may play in the QBL. AP Players on an EOBA Roster may pitch in the QBL. These players need to comply with OBA Pitching Rules.

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Players signed to a current SELECT roster may play in the QBL. Players on a SELECT Roster may play any position including Pitching or Catching.

Players signed/playing in programs not recognized by OBA, are not permitted to play QBL Baseball.

b) Any overage player playing (registered) in a lower level will not be allowed to Pitch or Catch and must clearly be marked on the score sheet given to opposing team as an overage player (this does not apply to females who are allowed to play down 1 year without penalty).

c) All players shall be registered and sign an official team roster to be forwarded to the QBL Executive.

d) Each Local Association shall be responsible for providing as necessary the complete and accurate information for each player. The required information will be defined by the QBL. In addition, completed information for the head coach/manager and all coaches is to be provided. Copies should be forwarded to tournament hosts for year-end tournament.

e) By virtue of having their Local Association submit a team roster, the head coach/manager accepts responsibility for the authenticity of the information shown on his/her team roster.

f) The Local Association shall submit the team roster to the QBL for approval.

5.00 Official Rules: Playing the Game – The following exceptions are noted

5.01 Starting the Game (“Play Ball!”)

(a) At the time set for beginning the game as shown on the QBL schedule, the players of the home team shall take their defensive positions, the first batter of the visiting team shall take his position in the batter’s box, the umpire-in-chief shall call “Play,” and the game shall start.

(b) After the umpire calls “Play” the ball is alive and in play and remains alive and in play until for legal cause, or at the umpire’s call of “Time” suspending play, the ball becomes dead.

(c) The pitcher shall deliver the pitch to the batter who may elect to strike the ball, or who may not offer at it, as he chooses.

d) A minimum of 7 players are required to start a game.

e) In all Series, If a game is started with 9 and for reason of injury your team is reduced to less than 9 (but more than 7), play can continue. If for any other reason your team is reduced less than 9, the game is forfeited.

5.04 Batting

(a) Batting Order

(1) In all Series, all players present at the game shall be listed on the team’s batting line-up in the order desired by the manager/coach and bat in that order. Late arrivals shall be added to the bottom of this batting order.

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5.04 (2)(a) In all QBL Series, if a player is removed from the game due to injury, illness ~~or official ejection~~, the player's spot in the batting order shall be deleted. No out will be recorded.

(2)(b) In all QBL Series, if a player is removed from the game due to official ejection, the player's spot in the batting order shall not be deleted. An out will be recorded each time through their position in the batting order.

In the event a batter must be removed due to injury, official ejection, or has to leave for any reason **during the time at bat**, the next batter in the batting order shall come to bat assuming the balls and strikes count at the time the batter is removed. If the batter becomes an out, such batter shall then take his/her regular turn at bat.

Example – Able is removed due to injury, official ejection. Baker comes to batt assuming the count. Baker is retired. Baker is the next proper batter in the batting order and takes his regular at bat. The game will then follow rule 2a or 2b whichever situation applies.

5.06 Base Running Rules

a) In Mosquito, base runners cannot leave the base until the ball crosses home plate. If an infraction occurs, the ball will be declared dead and runners may not advance. 1 warning will be issued and for any further infractions thereafter, the runner will be called out. (Each team to receive 1 warning).

b) In any Series, if a runner is removed by reason of injury or official ejection from the game, the player last put out shall act as pinch runner for the removed player. By virtue of the rule there shall be no pinch runners allowed.

c) Malicious contact is to be penalized whether committed by an offensive or defensive player. Contact shall be considered malicious if:

- i. the contact is the result of intentional excessive force, and/or
- ii. there is an intent to injure.

d) Runners are instructed to slide or attempt to avoid making contact with a fielder. A player who maliciously runs into another player is to be declared out (unless he/she has scored prior to committing the infraction) and is to be automatically ejected (whether or not declared out).

e) If the defensive player blocked the base path clearly without possession of the ball, obstruction shall be called. The runner is safe and a delayed dead ball is called.

g) Mosquito runners are not allowed to steal home. on any pitched ball not caught by the catcher.

Please note that a ball thrown back from the Catcher to the Pitcher (an Overthrow). The Runner on 3rd cannot score. All other base runners are free to advance if able.

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5.07 Pitch Count Limitations

h) A pitcher may not pitch more than the following limits in a calendar day

Minor and Major Mosquito - 3 innings/game

Minor and Major Peewee, Peewee Girls - 3 innings/game

Minor and Major Bantam, Bantam Girls - 4 innings/game

Minor and Major Midget, Women - 4 innings/game

h) Where a team has multiple games on the same day, if a pitcher throws more than the following limits during a game or in combination of one or more games, the pitcher may not pitch again in a subsequent game that day:

Minor and Major Mosquito - 3 innings/game/ 6 innings/day

Minor and Major Peewee, Peewee Girls - 3 innings/game/6 innings/day

Minor and Major Bantam, Bantam Girls - 4 innings/game/8 innings/day

Minor and Major Midget, Women - 4 innings/game/8 innings/day

5.07 j) Where a team has multiple games in a tournament of 4 days or less, if a pitcher is limited to the limits for a tournament:

Minor and Major Mosquito - 12 innings/tournament

Minor and Major Peewee, Peewee Girls - 12 innings/tournament

Minor and Major Bantam, Bantam Girls - 14 innings/tournament

Minor and Major Midget, Women - 14 innings/tournament

Note: Innings/outs pitched will apply to the calendar day in which they were pitched. The calendar day applies regardless of the tournament schedule, day on which the first round completes, or delays caused by darkness or weather (however, a pitcher continuing in a suspended game shall not be charged for the same inning twice).

6.00 Official Rules: Improper Play, Illegal Action and Misconduct – The following exceptions are noted

6.01 (i) Collisions at Home Plate

(1) A runner attempting to score may not deviate from his direct pathway to the plate in order to initiate contact with the catcher, or otherwise initiate an avoidable collision. If, in the judgment of the umpire, a runner attempting to score initiates contact with the catcher in such a manner, the umpire shall declare the runner out (regardless of whether the catcher maintains possession of the ball). In such circumstances, the umpire shall call the ball dead, and all other base runners shall return to the last base touched at the time of the collision. If the runner slides into the plate in an appropriate manner, he shall not be adjudged to have violated R 6.01(i).

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Rule 6.01(i)(1) Comment: The failure by the runner to make an effort to touch the plate, the runner's lowering of the shoulder, or the runner's pushing through with his hands, elbows or arms, would support a determination that the runner deviated from the pathway in order to initiate contact with the catcher in violation of Rule 6.01(i), or otherwise initiated a collision that could have been avoided. A slide shall be deemed appropriate, in the case of a feet first slide, if the runner's buttocks and legs should hit the ground before contact with the catcher. In the case of a head first slide, a runner shall be deemed to have slid appropriately if his body should hit the ground before contact with the catcher. If a catcher blocks the pathway of the runner, the umpire shall not find that the runner initiated an avoidable collision in violation of this Rule 6.01(i)(1).

(2) Unless the catcher is in possession of the ball, the catcher cannot block the pathway of the runner as he is attempting to score. If, in the judgment of the umpire, the catcher without possession of the ball blocks the pathway of the runner, the umpire shall call or signal the runner safe. Notwithstanding the above, it shall not be considered a violation of this Rule 6.01(i)(2) if the catcher blocks the pathway of the runner in a legitimate attempt to field the throw (e.g., in reaction to the direction, trajectory or the hop of the incoming throw, or in reaction to a throw that originates from a pitcher or drawn-in infielder). In addition, a catcher without possession of the ball shall not be adjudged to violate this Rule 6.01(i)(2) if the runner could have avoided the collision with the catcher (or other player covering home plate) by sliding.

Rule 6.01(i)(2) Comment: A catcher shall not be deemed to have violated Rule 6.01(i)(2) unless he has both blocked the plate without possession the ball (or when not in a legitimate attempt to field the throw), and also hindered or impeded the progress of the runner attempting to score. A catcher shall not be deemed to have hindered or impeded the progress of the runner if, in the judgment of the umpire, the runner would have been called out notwithstanding the catcher having blocked the plate. In addition, a catcher should use best efforts to avoid unnecessary and forcible contact while tagging a runner attempting to slide. Catchers who routinely make unnecessary and forcible contact with a runner attempting to slide (e.g., by initiating contact using a knee, shin guard, elbow or forearm) may be subject to discipline by the League President.

All references to "the catcher" in this Rule 6.01(i) shall apply equally to other players covering home plate. In addition, Rule 6.01(i)(2) shall not apply to force plays at home plate.

(j) Sliding to Bases on Double Play Attempts

If a runner does not engage in a bona fide slide, and initiates (or attempts to make) contact with the fielder for the purpose of breaking up a double play, he should be called for interference under this Rule 6.01. A "bona fide slide" for purposes of Rule 6.01 occurs when the runner:

- (1) begins his slide (i.e., makes contact with the ground) before reaching the base;
- (2) is able and attempts to reach the base with his hand or foot;
- (3) is able and attempts to remain on the base (except home plate) after completion of the slide; and
- (4) slides within reach of the base without changing his pathway for the purpose of initiating contact with a fielder.

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A runner who engages in a “bona fide slide” shall not be called for interference under this Rule 6.01, even in cases where the runner makes contact with the fielder as a consequence of a permissible slide. In addition, interference shall not be called where a runner’s contact with the fielder was caused by the fielder being positioned in (or moving into) the runner’s legal pathway to the base.

Notwithstanding the above, a slide shall not be a “bona fide slide” if a runner engages in a “roll block,” or intentionally initiates (or attempts to initiate) contact with the fielder by elevating and kicking his leg above the fielder’s knee or throwing his arm or his upper body.

If the umpire determines that the runner violated this Rule 6.01(j), the umpire shall declare both the runner and batter-runner out. Note, however, that if the runner has already been put out then the runner on whom the defense was attempting to make a play shall be declared out.

6.02 Pitcher Illegal Action

(a) Balks

If there is a runner, or runners, it is a balk when:

(1) The pitcher, while touching his plate, makes any motion naturally associated with his pitch and fails to make such delivery;

Rule 6.02 (a)(1) Comment: If a left-handed or right-handed pitcher swings his free foot past the back edge of the pitcher’s rubber, he is required to pitch to the batter except to throw to second base on a pick-off play.

(2) The pitcher, while touching his plate, feints a throw to first or third base and fails to complete the throw;

(3) The pitcher, while touching his plate, fails to step directly toward a base before throwing to that base;

Rule 6.02(a)(3) Comment: Requires the pitcher, while touching his plate, to step directly toward a base before throwing to that base. If a pitcher turns or spins off of his free foot without actually stepping or if he turns his body and throws before stepping, it is a balk.

A pitcher is to step directly toward a base before throwing to that base and is required to throw (except to second base) because he steps. It is a balk if, with runners on first and third, the pitcher steps toward third and does not throw, merely to bluff the runner back to third; then seeing the runner on first start for second, turn and throw to first base. It is legal for a pitcher to feint a throw to second base.

(4) The pitcher, while touching his plate, throws, or feints a throw to an unoccupied base, except for the purpose of making a play;

Rule 6.02 (a)(4) Comment: When determining whether the pitcher throws or feints a throw to an unoccupied base for the purpose of making a play, the umpire should consider whether a runner on the previous base demonstrates or otherwise creates an impression of his intent to advance to such unoccupied base.

(5) The pitcher makes an illegal pitch;

Rule 6.02(a)(5) Comment: A quick pitch is an illegal pitch. Umpires will judge a quick pitch as one delivered before the batter is reasonably set in the batter’s box. With runners on base the penalty is a balk; with no runners on base, it is a ball. The quick pitch is dangerous and should not be permitted.

(6) The pitcher delivers the ball to the batter while he is not facing the batter;

(7) The pitcher makes any motion naturally associated with his pitch while he is not touching the pitcher’s plate;

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(8) The pitcher unnecessarily delays the game;

Rule 6.02(a)(8) Comment: Rule 6.02 (a)(8) shall not apply when a warning is given pursuant to Rule 6.02 (c)(8) (which prohibits intentional delay of a game by throwing to fielders not in an attempt to put a runner out). If a pitcher is ejected pursuant to Rule 6.02(c)(8) for continuing to delay the game, the penalty in Rule 6.02 (a)(8) shall also apply. Rule 5.07 (c) (which sets a time limit for a pitcher to deliver the ball when the bases are unoccupied) applies only when there are no runners on base.

(9) The pitcher, without having the ball, stands on or astride the pitcher's plate or while off the plate, he feints a pitch;

(10) The pitcher, after coming to a legal pitching position, removes one hand from the ball other than in an actual pitch, or in throwing to a base;

(11) The pitcher, while touching his plate, accidentally or intentionally has the ball slip or fall out of his hand or glove;

(12) The pitcher, while giving an intentional base on balls, pitches when the catcher is not in the catcher's box;

(13) The pitcher delivers the pitch from Set Position without coming to a stop.

PENALTY: The ball is dead, and each runner shall advance one base without liability to be put out, unless the batter reaches first on a hit, an error, a base on balls, a hit batter, or otherwise, and all other runners advance at least one base, in which case the play proceeds without reference to the balk.

APPROVED RULING: In cases where a pitcher balks and throws wild, either to a base or to home plate, a runner or runners may advance beyond the base to which he is entitled at his own risk.

APPROVED RULING: A runner who misses the first base to which he is advancing and who is called out on appeal shall be considered as having advanced one base for the purpose of this rule.

Rule 6.02(a) Comment: Umpires should bear in mind that the purpose of the balk rule is to prevent the pitcher from deliberately deceiving the base runner. If there is doubt in the umpire's mind, the "intent" of the pitcher should govern. However, certain specifics should be borne in mind:

(A) Straddling the pitcher's rubber without the ball is to be interpreted as intent to deceive and ruled a balk.

(B) With a runner on first base the pitcher may make a complete turn, without hesitating toward first, and throw to second. This is not to be interpreted as throwing to an unoccupied base.

(b) Illegal Pitches With Bases Unoccupied

If the pitcher makes an illegal pitch with the bases unoccupied, it shall be called a ball unless the batter reaches first base on a hit, an error, a base on balls, a hit batter or otherwise.

Rule 6.02(b) Comment: A ball which slips out of a pitcher's hand and crosses the foul line shall be called a ball; otherwise it will be called no pitch. This would be a balk with men on base.

6.02 (c) Pitching Prohibitions

Exceeding Pitching Limits as described in 5.07 h), i) & j). **Penalty:** Pitcher removed from the Pitching Position; Manager is ejected. Ejection is defined as the game you're ejected from as well as your next scheduled game your team plays. A rainout is not considered to be this game unless the rainout happens after the game has started.

6.04 Unsportsmanlike Conduct

(a) No manager, player, substitute, coach, trainer or batboy shall at any time, whether from the bench, the

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coach's box or on the playing field, or elsewhere:

(c) No fielder shall take a position in the batter's line of vision, and with deliberate unsportsmanlike intent, act in a manner to distract the batter.

PENALTY: The offender shall be removed from the game and shall leave the playing field, and, if a balk is made, it shall be nullified.

7.00 Official Rules: Ending The Game

(1) Incite, or try to incite, by word or sign a demonstration by spectators;

(2) Use language which will in any manner refer to or reflect upon opposing players, an umpire, or any spectator;

7.01 (3) Call "Time," or employ any other word or phrase or commit any act while the ball is alive and in play for the obvious purpose of trying to make the pitcher commit a balk.

(4) Make intentional contact with the umpire in any manner.

7.01 (g) The score of a regulation game is the total number of runs scored by each team at the moment the game ends.

8.00 Official Rules: The Umpire – The following exceptions are noted

(1) because the home team needs none of its half of the seventh inning or only a fraction of it, or

(2) because the umpire-in-chief calls the game for any reason including a mercy, darkness or weather.

9.00 The Scorekeeper – The following exceptions are noted

9.01 For all regular season and playoff games, the home scorekeeper shall be the official scorekeeper. Scorekeepers must keep track of pitchers and catchers innings for both teams. If the home team fails to record pitcher and catcher innings the visitors score sheet will be considered official.

10.00 Tournament Rules

10.01 All games shall be in accordance with QBL Playing Rules & the Official Rules of Baseball unless otherwise stated in this document.

10.02 In all QBL games an 18 run mercy rule will apply after 3 innings or 15 runs after 4 innings. A 10 run mercy rule will also apply after 5 innings or any subsequent inning thereafter. If the home team leads after the top half of any such inning, the game shall be considered a mercy and the home team will not bat.

10.03 Where the home team scores to take the lead in the 7th inning, any extra inning or any inning that will be the last inning because of a time limit, the game ends immediately. Similarly, if the home team scores a run that results in a mercy pursuant to g), the game ends immediately with that run.

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- 10.04 Tournament will follow the double knock out format as provided by the OBA in section P5.1.
- 10.05 Due to the runs/inning limits, the game is over at the point when the losing team can no longer catch up.
- 10.06 All games shall be until a winner is declared.
- 10.07 Mosquito Division Games tied after 1 hour and 10 minutes (regardless of inning) or after 7 innings, the 4 runs per inning mercy rule is removed. If an inning starts prior to the time limit, the 4-run mercy rule will be removed at the start of the next full inning.
- 10.08 Pee Wee Division Games tied after 1 hour and 45 minutes (regardless of inning) or after 7 innings, the 5 runs per inning mercy rule is removed. If an inning starts prior to the time limit, the 5-run mercy rule will be removed at the start of the next full inning
- 10.09 Bantam and Midget games tied after 1 hour & 45 minutes (regardless of inning) or 7 innings, the 6 runs per inning mercy rule is removed. If an inning starts prior to the time limit, the 6-run mercy rule will be removed at the start of the next full inning.
- 10.10 If a game can't be continued due to darkness or lighting failure, the game shall be considered suspended and continued the next day.
- 10.11 Home team will be decided by a flip of a coin. The team furthest from the diamond where game is being played at shall make the call.
- 10.12 Home team shall keep official score and time.
- 10.13 Abuse of any official by players, coaches, or parents will not be tolerated. Any infraction could mean the disqualification of the team.
- 10.14 There will be no batting practice and no infield on tournament fields at any point.
- 10.15 To keep games on time, plate conference with umpires and coaches/captains should occur 5 minutes before each game.
- 10.16 Mosquito/Pee Wee catchers are permitted to catch in each game, but regular season limits (pitch/catch) innings remain in effect. (Combination of 5 Innings)
- 10.17 Please ensure that all players present have at least a Health Card present (or a copy of some form of Identification) that states the players age in case questions arise.
- 10.18 If a tournament is extended past the original scheduled time, pitching records remain intact when the tournament is commenced regardless of when it is commenced
- 10.19 Any OVERAGED player playing in a division lower than what he/she should be playing is not allowed to pitch or catch.

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- 10.20 Convener of tournament shall be appointed by the host center. However, the Convener must not be coach in tournament
- 10.21 All decisions by the tournament committee are final.
- 10.22 Tournament game time limits are as follows:
- Mosquito - 1 hour 10 min or until a winner is declared
 - Pee Wee – 1 hour 45 min or until a winner is declared
 - Bantam – 1 hour 45 min or until a winner is declared
 - Midget – 1 hour 45 min or until a winner is declared