

# TORONTO ARTS BASEBALL LEAGUE RULE BOOK 2016

New rules are underlined and in bold.

## Foreword

- All the relevant official rules of baseball apply except as noted below.
- These rules supersede all others.
- Any rule may be changed for a particular game with the agreement of both team Captains.

## 1.00 - Objectives of the Game

1. Each team must supply a first aid kit.
2. No metal cleats.
3. The game ball will be a Worth Gold Dot.
4. Any kind of wooden or official softball bat is allowed.
5. The bases will be positioned 60 feet apart.
6. The bases will be fastened to the ground.
7. There shall be two first base bags or a double bag. The bags will be positioned on each side of the first base line. The one in fair territory is for the first baseman, and the other is for the runner.
8. The pitcher's rubber is to be on the line between 1st and 3rd base.
9. Official team colours will be as follows:

Remnants	blue and white
Badonkadonk	white and dark blue
Opera	black
Bain	gray
Badgers	green, white and gold
TO Life	white
10. Teams do not have regular home fields in this league. Before the season starts, a generic balanced schedule will be prepared and teams will choose their slot in the schedule through a draft. The first place team from the previous season will get first choice, the second place team will choose second, and so on.

## 2.00 - Definition of Terms

11. If the ball is not put in play after 4 pitches, the batter is out.
12. However, the batter remains alive on uncaught foul balls.
13. A ball contacting any fielder's bag in any way is fair, except the red runner's bag at first base, which is entirely in foul territory.
14. Any ball popped higher than the batter's head, even in foul territory, is a fly ball; if the ball is caught the batter is out.
15. If a fly ball is caught anywhere, the batter is out. (i.e. There is no out-of-play for foul or fly balls.)
16. The infield fly rule applies in this league. The rule may be applied retroactively.  
Clarification: The intent of the rule is that a fielder may not intentionally drop the ball. If the base coach decides that the ball was intentionally dropped, s/he may call the batter out and position the runners appropriately.
17. A runner who runs into the catcher is automatically out.
18. Base runners who attempt to "take out" a fielder are automatically out.

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19. Any runner who touches home plate is out.
20. Runners score by reaching the extension of the first base line behind home plate before being put out.

## 3.00 - Game Preliminaries

1. If it has been raining heavily or looks like rain, team captains should try to make a decision before 4:00 p.m. whether to play or not.
2. If you haven't heard from your team captain by 4 pm, you should assume the game is on.
3. The home team is responsible for ensuring there are bases and a new game ball.
4. There is no upper limit to the number of players in the line-up.
5. However the batting order must remain fixed, with late players being added to the bottom of the list.
6. Players cannot be conveniently dropped from the line-up during the late innings.
7. To participate in the play-offs, a player must have played at least 3 regular season games, according to the official attendance records on the league website. Both captains are allowed to ask to see any player's ID. Players must be prepared to show ID to play in the playoffs.
8. A team must play a minimum of 7 and a maximum of 9 players in the field.
9. Unless otherwise agreed upon, a team must play a minimum of 3 people of each gender in the field at all times.
10. If a team does not have that number by 15 minutes after the starting time, the following options apply:
  - a. If there is a difference of one player (e.g. 3 on one team and 2 on the other), then the team that is short will have an AUTOMATIC OUT in the last spot in the batting order and play one person short in the field.
  - b. If there is a difference of two players (e.g. 3 on one team and 1 on the other), then the team that is short must default, unless agreed upon by the team captains.
11. If a team has already started two games shorthanded in the season because they did not have enough players of each gender, the shorthanded team defaults the game.
12. If a team is playing shorthanded with only two players of one gender, neither may play Catcher.
13. A team cannot borrow players from the opposing team unless otherwise agreed upon.
14. If one team cannot field the requisite number of players, the game is forfeited and an exhibition game may then take place with players switching sides.
15. The following positioning rules apply only to where fielders may line up while the ball is pitched. Once the ball is hit, any fielder may run anywhere.
16. An encroachment line will be created by placing pylons on each foul line, **75 feet** beyond the baselines. Additional red cloth markers will be placed in the field on the semicircle that joins the pylons. Teams are encouraged to carry a 60 foot rope to lay out the bases and the encroachment pylons.
17. It will be illegal for an outfielder to initially position his/herself inside the encroachment markers.
18. Infielders must not position themselves more than one metre inside the baseline.
19. The extra player that results from not fielding a pitcher must be played as an extra outfielder. The positions of the fielders are to be determined by the manager at the beginning of each inning.
20. Outfielders must all play behind the encroachment line: no outfielder may play a 'rover' position. Clarification: Players may not change positions during an inning, i.e. although

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fielders may move backward and forward, the right centre fielder must remain to the right of the left centre fielder, etc.

21. The first baseman (or any other fielder) must not position himself on the baseline so as to obstruct the runner.
22. If the team at bat is providing the catcher, that player cannot play a defensive role. In that case, the catcher should try not to interfere, and any plays they make don't count.
23. When a team is playing shorthanded and a missing player or players arrive, they may enter the game at any time the ball is dead.
24. Every player who bats in the batting order must play at least three innings in the field during a seven-inning game, unless that is not mathematically possible.
25. A runner who is injured may be removed for a pinch runner, who must be the last player to have made out who is of the same gender as the injured player (if possible)
26. An injured or pregnant batter may have a pinch runner, who must be the last player to have made out who is of the same gender as the batter (if possible), and who must start on the fence behind the third base line.
27. If a player becomes injured or pregnant during the course of the game, their spot in the batting order is skipped and the team is not penalized in the field.
28. An injured or pregnant player may return to the game at any time.

## Ground Rules:

1. At Stanley Park, balls that are interfered with by soccer or Frisbee players will be dealt with by the best judgment and good will of the players and managers involved.
2. At Stanley Park, a batted ball hit over the fence into the dog park is an out. A batted ball that bounces over the fence into the dog park, or goes under or through the fence, is a ground rule double.
3. At Riverdale Park, ground rule lines will be marked where the soccer and Frisbee players usually set out pylons marking their playing area. Batted balls passing over the line in the air will be outs. Batted balls that roll or bounce over the line will be doubles. These rules will be in effect only when there are soccer or Frisbee players in the field and pylons have been set.
4. Ground rules may be changed during the game only at the start of an inning, with the agreement of both captains, who will make a clear announcement to both teams.

## 4.00 - Starting & Ending the Game

1. All games begin at 6:30 p.m.
2. If agreeable to both teams, each team may have the diamond for 10 minutes before the game to warm up.
3. A complete game is 7 innings.
4. If the score is tied at the end of 7 innings, complete extra innings must be played until a winner is determined, if possible.
5. Try to wait out squalls.
6. For the purpose of the following rules, when the first half of any inning has been completed and the home team is leading, the entire inning is considered to be completed.
7. If a game is called before 4 full innings have been completed, the game is cancelled and does not count in the standings unless completely replayed at another date.
8. If 4 full innings have been played and the game is called, the game counts as a complete game, and the team leading at the end of the last complete inning is the winner.
9. If a game is called for any reason after 4 complete innings have been played, and the score

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is tied at the end of the last complete inning, the game will be scored as a complete game and a tie.

10. If there are other teams waiting to use the field at 8:00 pm, then no complete inning may begin after 7:45.

## 5.00 - Putting the Ball in Play

1. Play is not considered dead until the pitcher is in possession of the ball. It is the fielding team's responsibility to hand the ball over to the pitcher or gently toss it, to end the play.

## 6.00 - The Batter

1. Intentional bunting is not allowed. The batter must take their normal full swing and follow-through.
2. Batters should clear out of the road on pop-ups. When a batter interferes with a fielder, intentionally or unintentionally, the batter is out.

## 7.00 - The Runner

1. No lead-offs and no stealing.
2. Clarification:
3. A runner may not move off the base until the bat has contacted the ball.
4. If a runner leads off on the 1<sup>st</sup> or 2<sup>nd</sup> pitch, the batter is penalized one swing AND the ball is dead.
5. If a runner leads off on the 3<sup>rd</sup> or 4<sup>th</sup> pitch, the batter is out.
6. On overthrows to 1st, 3rd, or home, runners may take one extra base if able, but are liable to be put out. It is not automatic.
7. If a ball is thrown out of play, the runner is awarded one extra base beyond the one they were running to when the ball was thrown.
8. Normal tag-outs are permitted at first base.
9. At first base, the fielder must play the inside bag.
10. The runner may touch either first base bag, but if s/he touches the inside bag, s/he is considered to have turned for second, and may be tagged out if s/he over-runs the base.
11. If a runner is hit by a batted ball, the runner is out but the ball is still in play unless the runner intentionally redirects the ball, in which case the play is dead and the runner and batter are out.
12. The ball is still in play when a runner is hit by a thrown ball; the runner is not out simply as a result of being hit, but subsequently may be put out during the same play.
13. For plays at home plate, there are no tag-outs, but only force-outs.
14. A runner who has passed the halfway point between third and home is committed to run home, but may not be tagged out. The runner must be forced out at home plate.
15. If an infielder is judged to have impeded the path of a runner, the runner will be awarded an extra base.
16. The batter may not be thrown out at first base by an outfielder before they have rounded first base. (This is a safety issue.)

## 8.00 - The Pitcher

1. The team at bat provides the pitcher

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2. The pitcher cannot play a defensive role.
3. The pitcher must make every effort not to obstruct the play.
4. The pitcher must deliver the ball from a position within 1 metre of the centre of the diamond.
5. For self-protection, the pitcher must wear a glove.
6. If the pitcher is hit by a batted ball, the play is dead and it is treated as a foul ball.  
Clarification: The pitch counts against the batter's four pitches, but of course the batter may not be put out on a foul ball.
7. The pitcher must be a player in the batting order.

## 9.00 - The Umpire

1. The team at bat must provide 1st-base and 3rd-base coaches who also act as umpires.
2. They are responsible for calling plays and foul balls at their own bag.
3. The 1st-base coach is responsible for calls at home plate, and the 3rd-base coach is responsible for calls at second base. However, the coaches may confer on calls concerning 2nd and home plate.
4. The catcher calls foul balls. The catcher may consult with the coaches and the captains in order to get the call right, but the catcher makes the final call. Captains must make sure the catcher understands this responsibility, and has sighted down the lines to make sure s/he knows where the foul lines are, before the pitch is thrown.
5. Leadoffs are called by the base coaches.
6. **The Pitcher is also an Umpire, without responsibility for a particular base, but available to be consulted by the other umpires on any call.**
7. There will be no arguing. Controversial calls must be dealt with by the team captains or their designates only.

## 10.00 - The Official Scorer

1. Both team captains must keep score, or designate a team scorekeeper.
2. If possible, the scorekeeper should NOT also coach a base at the same time.
3. The batting team's scorekeeper must tell the other team's scorekeeper how many runs were scored after each team's at bat.
4. There is a mercy rule of 7 runs per team per inning except in the last inning.
5. The team captains must verify the score at the start of the seventh inning.
6. Both captains must post the score of the game on the league website as soon as possible.
7. Standings at the end of the season will be determined by percentages:  
$$\text{Wins} + (\text{Ties}/2) / \text{Games played}$$
8. Tied standings will be settled as follows:
  - a. Tied teams record against each other
  - b. Run Differential between tied teams
  - c. Run Differential between all teams
  - d. Coin toss