



Stratford Minor Baseball
House League
16U Coaches Guide

SMBA 16U House League Rules & Procedure

MISSION:

16U "Player Pitch" House League for boys and girls ages 13-16 is a progression of our young baseball players learning traditional Baseball rules of play, modified to encourage fun and participation for players of all skill levels. Focus on individual skills development with an emphasis introducing players to pitching and catching. 50' and 65' mound and a 21" home plate to facilitate the players transition while maintaining quality of gameplay. The concepts of strikes vs balls, safe vs out, force plays, tagging, positional play, base running strategies, innings and competition are all important new elements in a young player's development.

FIELD DECORUM:

The behaviour of all coaches, players and parents should be in the spirit of creating a fun, supportive environment for players of all abilities to enjoy the game, create enthusiasm for baseball and be challenged to improve their baseball skills. Intolerance, shaming, or inappropriate behaviour of any kind will not be tolerated and should be reported to the league convenor.

EQUIPMENT:

- a) Uniforms shall consist of a league provided jersey & cap, shorts or pants are acceptable, socks and running shoes or baseball cleats (not metal) should be worn by all players and coaches while participating in a game.
- b) Players to provide their own glove, helmet with double ear flaps and chin strap (strap not require if manufactured installed jaw guard prohibits attachment of chin strap), and bat (2 bats provided by SMBA per team)
- c) SMBA will provide each team with practice and game balls.

POSITIONS:

a) Seven (7) fielding positions, plus pitcher and catcher. Players can be positioned in standard baseball infield positions; 1B, 2B, 3B, SS, Pitcher and Catcher. Outfield can consist of 3 Players spread evenly across the field. The Catcher is required to wear SMBA provided catchers equipment (or their own) consisting of shin pads, chest protector and catchers helmet/mask. Catchers also require a jock/jill to field the position. Teams may NOT omit the pitcher and catcher position.

RULES OF PLAY:

- a) Home base shall be marked by a five-sided slab of rubber (the orange plate is to be used for all 16U games).

b) A team's turn at bat in an inning will end after three outs have been recorded or four (4) runs have been scored. The last inning will have an eight (8) run maximum. On any play where the last allowed run in an inning is as a result of the ball leaving the playing field and the awarding of home base (ie: home run, overthrow, etc) results in more than the maximum runs allowed in an inning scoring, all awarded runs will score; this only applies to dead ball awards.

Example 1: Runners on 1st, 2nd and 3rd. 2 outs. 3 runs have already scored in the inning. The batter hits a groundball to the shortstop, who overthrows first base. The ball goes out of play. Because this is the first play by an infielder, all runners get awarded 2 bases from the time of pitch. 2 runs score for a total of 5 for the inning.

Example 2: Runners on 2nd and 3rd. 2 outs. 3 runs have already scored in the inning. The batter hits a ball in the gap between outfielders. Despite the fact that two runs would have scored easily, because the ball stayed in play, the inning ends when the runner from 3rd touches the plate. 1 run scores on the play for a total of 4 runs for the inning.

Example 3: Runners on 2nd and 3rd. 3 runs have already scored in the inning. The batter hits a ball down the left field line which rolls past an out of play line. Ball is dead. This is a 2 base award, so 2 runs score on this play, with a total of 5 for the inning.

c) A 15-run mercy rule will apply after 4 innings; a 10-run mercy rule will apply after 5 innings; and an 8-run mercy rule will apply after 6 innings. 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.

d) A 13-16U game ends when the time limit is reached and a full inning has been completed. If the time limit passes during an inning, such inning will be the last inning however it will not be treated as the last inning for the purposes of the 8-run maximum rule. If a new inning is started within 15 minutes of the time limit, the umpire will declare that inning to be the last inning and the 8-run maximum will apply.

d) Unlimited substitutions defensively are allowed (including for injury or official ejection). All attending players bat in order.

e) The number of trips to the mound by the Coach shall not be limited except when, in the judgement of the umpire, the purpose of the trip is to delay the game.

f) Base runners cannot leave the base until the ball leaves the pitcher's hand. 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).

g) 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. In the event a batter must be removed during their 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 their regular turn at bat. Any late arriving players may be added to the end of the batting order.

h) 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 rules there shall be no pinch runners allowed.

i) The batter shall NOT become a runner when a third strike is not legally caught by the catcher. The ball remains live and all other runners may advance at their own risk.

j) there shall be NO STEALING OF HOME ON A PASSED BALL.

UMPIRES

Games will have 2 umpires (one for home plate, one for the field) or 1 umpire calling balls and strikes from behind the mound. Please be kind, courteous and supportive of our young umpires. They are learning too. Please teach your players to respect the umpires and their calls. (in the event of an umpire no show the coaches can make the calls)

TIME LIMITS:

Assuming the schedule will usually consist of back to back scheduled games on the same field the 6:00pm game time will have to be mindful of time and should not start an inning after 7:30pm. The 8:00pm game time (if no teams scheduled after) should not start an inning past 9:30pm, but may complete an inning that is started. We will attempt to schedule the 6:00pm and 8:00pm game times evenly. Same applies for weekend games scheduled for 9-11 and 11-1. As you get later in the year the 8:00pm game time may want to flip the field lights on. (Breaker Panel in the other storage room).

SCORES:

Please have a parent helper assist with keeping score (scorebooks will be provided), and notes of any exceptional player performance (ie good fielding, hitting, extra base hits etc). Report scores and highlights to league convenor.

COACHES:

Coaches should recruit parent helpers if needed. While at bat the coach will be at 3rd base, and there should be a parent on the bench helping with batting order.

Talk to umpires before the game. Confirm the general rules of play.