The rules set out below shall apply to the 13U division of the Annette Baseball Association (ABA). Where not covered below, the Official Rules of Baseball as published by Baseball Canada shall apply.

ABA Philosophy

The Annette Baseball Association is committed to providing a fun, safe and positive environment for its players to develop as baseball players and individuals and to enjoy the game of baseball. All players in 13U House League shall have an equal amount of playing time, regardless of ability.

1. Rules of Conduct

1.1. Polite, civil, and respectful behaviour is required of all players, coaches, officials, parents and spectators.

1.2. Players and coaches are not permitted to harass or direct any discourteous remarks at the umpires, coaches, or any member of their own team or the opposing team.

1.3. Anyone engaging in conduct contrary to the spirit of good sportsmanship in baseball shall receive a single warning from the appropriate person in authority. If the offence is continued, the offender will be removed from the game.

1.4. Anyone removed from the game must leave the playing field and, if directed by the umpire or the appropriate person in authority, the spectator area. Failure to do so could result in forfeiture of the game.

1.5. Behaviour should reflect that we are all part of the Annette Baseball Association, regardless of which team we may be assigned to, or whether we are officials, parents, players or coaches.

1.6. Smoking is not permitted in the spectator areas, around the baselines, or on or near the playing field.

1.7. Consumption of alcohol is not permitted in the spectator areas or anywhere in view of the playing field or practice areas.

2. Teams

2.1. Teams will be determined by the Convenor and coaches at the beginning of the season. Every effort will be made to balance the teams in terms of player skills. It may become necessary after the start of the season to move players to different teams so that all teams have relatively equal skills. The Convenor has the final say in such matters.

2.2. Any player who registers late will be assigned to a team by the Convenor after consultation with the 13U coaches.

3. Games

3.1. Games start at 6:00 pm on Tuesday and 3:00 pm on Sunday. Players are expected to arrive at least 15 minutes early to warm up and prepare for the game. Coaches are also expected to arrive sufficiently early to prepare for the game. Both teams are responsible for field set up.

3.2. No new inning shall start after 7:45 pm on Tuesday and 4:45 pm on Sunday. For evening games, this time limit will be earlier at the beginning and near the end of the season due to darkness.

For the purposes of this rule, an inning shall be understood to begin immediately after the final out of the previous inning.

3.3. When a game is called on account of darkness or weather, the final score will be based on the score at the end of the last complete inning played.

3.4. In order for a game to be deemed official and included in the standings, at least three complete innings must be played. If less than this is played, the game will be deemed to be a tie.

3.5. Each team shall keep score and shall provide the opposing team's scorekeeper with its batting order. The official scorekeeper shall be the home team's scorekeeper, in case of a dispute.

3.6. The home team shall occupy the bench on the first base side of the playing field. The visiting team shall occupy the bench on the third base side of the playing field.

3.7. Standings during the regular season are based on two points for a win, one point for a tie, and zero points for a loss.

3.8. If two teams are tied in the standings at the end of the season, the higher placed team will be the one that: (a) wins the season series against the other team in head-to-head matches; or (b) has the most wins. If the teams are still tied, a coin toss will be used to determine placement in the standings.

3.9. If three or more teams are tied in the standings at the end of the season, the placements will be based on the team with the most wins in the season. If the teams are still tied, a coin toss will be used to determine placement in the standings.

3.10. A game shall be forfeited by a team when it fails to have a minimum of 7 of its own players by the end of the first inning. If both teams fail to have 7 of their own players by this time, then both teams shall forfeit and are charged with a loss.

4. Playing Field

4.1. Bases are set 75 feet apart.

4.2. The front of the pitcher's plate is 50 feet from the rear tip of home plate.

5. Equipment

5.1. Players must wear their team uniform as provided by the league, which consists of a team hat, shirt, and pants. Players shall not wear shorts and must tuck their shirts into their uniform pants.

5.2. All players must wear protective athletic cups ("jocks" or "jills").

5.3. Shoes with metal cleats are prohibited. Shoes with molded rubber cleats are permitted.

5.4. No jewelry (rings, watches, earrings, etc.) may be worn during play.

5.5. All catchers are required to wear full catcher's equipment during the game and during warmups.

5.6. Players or coaches warming up pitchers either on the field between innings or in the "bull pen" must wear a protective catcher's mask or batter's helmet with a cage.

5.7. A protective helmet must be worn by a batter while on deck, at bat, or running the bases.

6. Rules of Play

6.1. General

6.1.1. Playing time should be as close to equal as possible for all players.

6.1.2. All players must be included in the batting order at the beginning of the game. Players who arrive after the start of the game should be added to the end of the order, at the discretion of the coach.

6.1.3. When there are more players in attendance than are allowed to assume fielding positions, the extra players must take a turn sitting out each inning. All players must take a turn sitting out. No player shall sit out for two consecutive innings. No player shall sit out a second time before all other players have sat out once.

6.1.4. Coaches must distribute playing opportunities as evenly as possible, regardless of a player's ability. Players shall be rotated into both infield and outfield positions, so that all players play a nearly equal number of innings. While players should be encouraged to play a variety of positions, they should not be required to play positions that may be dangerous or embarrassing for them to play, such as the more skilled positions of catcher, pitcher, or first base.

6.1.5. If a special accommodation needs to be made for a player that prevent 6.1.3 & 6.1.4 from being followed, the coach must identify the player to the opposing team's coaches prior to the start of the game (in known in advance) or as the soon as the accommodation has been identified (if it occurs during the game). For example, a player who was previously injured by being hit by a ground ball is hesitant to play infield (so they only play in the outfield), or a player cannot throw as they have an arm injury (maybe they play catcher or 1st base). The player's ability/comfort to participate should take priority when creating the accommodation.

6.2. Batting

6.2.1. A mercy rule will be in effect for the first three innings of a game. Teams may score a maximum of 4 runs in their half of the first three innings. The offensive coach shall inform the umpire when the fourth safe runner crosses home plate. If three outs are called prior to a fourth run being scored, the half inning will end. For the fourth and subsequent innings, there will be an 8-run limit to the number of runs scored.

6.2.2. The batter will be declared out after the 3rd strike, unless the pitch is dropped by the catcher. In this instance, the batter may attempt to reach 1st base safely in advance of a throw to 1st base.

6.2.3. The infield fly rule is in effect.

6.2.4. There are no pinch hitters. If a hitter is injured, and therefore not able to continue at bat, the next player in the batting order shall replace the injured hitter. The ball/strike count shall continue from the point when the injury occurred and shall not begin again.

6.3. Base running

6.3.1. A base runner may not collide with a catcher or baseman with intent to knock the ball loose, to force their way to a base/plate, or to otherwise gain an advantage. If in the opinion of the umpire this occurs, the base runner will be called out, whether or not the base or plate was blocked. Base runners are encouraged, but are not required, to slide to avoid injury and collisions on close plays at a base/plate.

6.3.2. Base runners may leadoff.

6.3.3. The conclusion of a normal baseball play occurs when base runners have been put out or stopped from advancing to the next base. When the pitcher has control of the ball and is within the pitcher's circle at the conclusion of a normal play, a timeout will immediately be inferred.

6.3.4. There can be no pinch runners, with two exceptions. First, if a base runner is injured, the last player that was put out will take their place. Second, if the batting team's catcher is on base with two outs, the last player that was put out will take their place, in order for the catcher to get their equipment on in advance of the next half inning.

6.3.5. While attempting to advance a base, or while returning to a base, a base runner will be called out, if they make contact, intentional or accidental, with a fair ball hit by the batter.

6.3.6. If a fielder attempts to field a batted ball but is contacted by a base runner attempting to reach a base, interference shall be called on the base runner, and the base runner shall be called out.

6.3.7. Defensive players must yield the bag, if they are not in the process of making a play. When making a play, fielders are encouraged to block a base/plate with the ball, while positioning their bodies to one side of the base of the base/plate or behind it.

6.4. Fielding

6.4.1. If a fielder attempts to field a batted ball, but misplays it and must chase after the ball, the fielder must avoid any base runner. If contact occurs, obstruction shall be called on the fielder.

6.4.2. When a base runner is obstructed, the umpire shall point and call "obstruction." The umpire shall let the play continue until all play is ceased, call time and award any bases that the runner would have been expected to gain, if there had been no obstruction. If a base runner advances beyond what the umpire would have granted and is put out on the play, the base runner is out.

6.5. Pitching

6.5.1. A player may pitch no more than 2 innings in a game. The 2 innings pitched must be consecutive.

6.5.2. Only 1 Select player may pitch per game, to a maximum of 30 pitches or 2 innings, whichever comes first. Pitchers will be permitted to complete the at-bat of the batter they are facing when they reach the 30-pitch limit but must be removed immediately after.

6.5.3. If a pitcher delivers at least one pitch in an inning, they shall be charged with one inning pitched.

6.5.4. Once a pitcher has been relieved from pitching, they may not return to the mound for the remainder of that game.

6.5.5. The balk rule is in effect for a pitcher.

6.5.6. Intentional walks are not permitted. If the umpire deems the walk intentional, all base runners including the batter will advance two bases.

6.5.7. The number of trips a team manager may make to the pitcher is unlimited. The plate umpire will decide if a team is intentionally delaying the game.

6.5.8. A returning pitcher shall be permitted a maximum of 4 warm up pitches at the beginning of an inning.

6.5.9. A new pitcher shall be permitted a maximum of 6 warm up pitches.

6.5.10. A pitcher who hits two players in the same inning, or three players in a game, will not be allowed to continue to pitch in that same game.