

# 2026 QBL PLAYING 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)

**The purpose of these rules is to highlight exceptions to the Official Rules of Baseball listed in the Official Rules of Baseball, Baseball Canada, Ontario Baseball Association and Eastern Ontario Baseball Association. Coaches need to be made aware that just because a rule is not listed in this handout that it isn't rule!!!!**

- 1.0 **Official Rules: Objectives of the Game - No Exceptions Noted**
- 2.0 **Official Rules – The Playing Field**
  - 2.01 Please see appendix A
  - 2.02 Infield Fly Rule Applies at every level EXCEPT Rookie
  - 2.03 The Hurry up Rule is not to be used at any level. (This means with 2 outs and a catcher is on base, they do NOT get to have a substitute runner inserted in their place so they can get gear on
  - 2.04 Blood Rule. A player with visible blood on their person or clothing is NOT allowed to remain in the game. They may return once they have cleaned up and all open wounds are covered
  - 2.05 The use of a Pitch Runner is only allowed if a player is injured on the ensuing play, IE, Little Johnny shows up to the game with a Sprained ankle and says he can't run. Little Johnny would not be able to play in the game if he is not able to hit and make his own way around the base. If he was to twist his ankle while trying to make it to a base and is unable to continue, he may use a substitute runner for that inning only. If unable to continue they will need to be removed from the lineup
- 3.0 **Official Rules: Equipment and Uniforms**
  - 3.01 Coaches/Parents that take the field to coach bases must wear appropriate footwear. CLOSED TOED SHOES (no Sandals or Flip Flops Allowed) Croc's are acceptable
  - 3.02 All Players Jerseys are to be Number with no Duplicate Numbers being allowed on the same team
  - 3.03 A Catcher's Mitt is required to be worn by the back catcher in all ages U11- U19 (Mosquito, Pee Wee, Bantam and Midget)
  - 3.04 Helmets. The 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 the QBL shall wear a double ear-flap helmet while at bat or on the bases
    - c) All catchers shall wear a catcher's protective helmet and face mask while receiving a pitch (all Levels)
    - d) All base coaches under the age of 19 MUST wear a protective helmet while coaching a base
    - e) All bat/ball boys or girls shall wear a double ear-flap protective helmet while performing their duties
  - 3.05 In all age groups shoes with metal cleats are prohibited
  - 3.06 Bats
    - a) The use of wooden bats and metal bats are allowed for all age groups

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- b) There is no Length to Weight restrictions for bats in the QBL
- c) Bats stamped as Softball Bats are permitted in U9 (Rookie) and U11 (Mosquito) only

## 3.07 ALL PLAYERS MUST WEAR A PROTECTIVE CUP OR JILL

### 4.0 Abuse of Officials

4.01 Physical and/or Verbal abuse of Officials will NOT be tolerated by any Player, Coach or Parent

4.02 Physical Abuse of Umpires. Any coach or player that makes Physical Contact with any Umpire will Ejected from the game immediately and will receive an automatic 5 game suspension and will be reviewed by the QBL Disciplinary Committee.

4.03 A second suspension for Physical Contact with an Umpire will result in the Coach or Player being suspended from the QBL for Life and their Name will be forwarded to Baseball Ontario for their records (for the purpose of this ruling the second suspension is not necessarily the same year but a total throughout playing/coaching career.

4.04 Any player ejected from a game (not Related to Physical Contact) will be suspended from playing the next Scheduled Game. Rain outs do not count as sitting out a scheduled Game.

### 5.0 Official Rules: Game Preliminaries

#### 5.01 Umpire Duties – Start of Game

a) Call Plate meeting between the 2 teams 10 minutes prior to the game starting

b) Receive from the Home Team a supply of 1 regulation baseball, the number and make to be certified by the QBL and at least 2 good used baseballs. The umpire shall inspect the baseballs to ensure they are regulation Baseballs and that they are in good condition. It is the umpire's sole judgement to the fitness of the balls used in the game

c) Start of the game is the time posted on the Schedule not the time that the game actually starts (exception for a second game being played on the same field i.e.: an 8:30 game following a 6:30 game)

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

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

#### 5.02 Ending of Game

Game will end after 7 innings, time limit reached, Mercy or team dropping below min number of players. If the time limit has not been reached when the run limit or 3<sup>rd</sup> out is made the game must continue (Unless one team is up by 1 run more than Inning Mercy rule) **NO NEW INNING WILL START AFTER THE SET TIME LIMIT. COACHES WHEN THE GAME IS CALLED DUE TO THE MERCY RULE, YOU ARE NOT TO ASK FOR THE UMPIRE TO EXTEND THE GAME. THIS PUTS THE UMPIRE AND YOU AS A COACH AT RISK IF A PLAYER WAS TO GET INJURED PLAYING AFTER THE GAME SHOULD HAVE BEEN CALLED,**

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## 5.01 Batting

1. In all divisions, all players present at the game shall be listed on the team's bating line-up in the order desired by the manager/coach and bat in that order. Late arrivals shall be added to the bottom of the batting order when they arrive
2. In all divisions, if a player is removed from the game due to injury, illness, the players spot in the batting order shall be deleted. No out will be recorded. In the case of an ejection the player's name will remain in the lineup and an out will be recorded when it is their turn to bat
3. In the event a bater must be removed due to injury, or has to leave for any reason during the time at bat, the next batter in the order shall come to bat assuming the balls and strikes count at the time the batter was removed. If the batter becomes an out, such batter shall then take his/her regular turn at bat. If they reach base the next batter up will bat

## 6.0 Player Registration

- a) All players playing in the QBL MUST be registered with a Member Center
- b) Any overage player playing ( registered) in a lower level will NOT be ALLOWED to Pitch or Catch and must be clearly marked on the score sheet given to the opposing team as an overage player( this does not apply to females who are allowed to play down 1 year without restrictions) No team shall assign an overage player to play unless approved by the QBL
- b.2) No team shall pull a player down to play that is registered in a higher age group
- b.3) Call ups are allowed to be used if called up from the age group DIRECTLY below the age being called up to
- c) Players signed to an OBA Rep or above roster are allowed to play in the QBL (However they cannot pitch or catch). Any player signed to an OBA Roster as an AP is able to play in the QBL with zero restrictions as long as they have not played more than 5 games as a REP Player
- d) Players Advancing to a Higher Division
  1. In advancing, a player may only advance as follows
    - i. A rookie player (U9) may only advance to Mosquito (U11) They are not eligible to pitch
    - ii. A Mosquito player (U11) may only advance to Pee Wee (U13) They are not eligible to pitch
    - iii. A Pee Wee Player (U13) may only advance to Bantam (U15) They are not eligible to pitch
    - iv. A Batam Player (U15) may advance to Midget (U19) They are able to pitch
  2. Players who turn 19 years of age in the calendar year are eligible to play Midget

\*\*\*\* NOTE THE ABOVE RULES ONLY APPLY TO PLAYERS BEING CALLED UP TO PLAY, NOT TO PLAYERS REGISTERED AT THE START OF THE SEASON TO A HIGHER AGED TEAM\*\*\*\*

\*\*\*\*\* PENALTY FOR BREAKING 6.0 d \*\*\*\*\*

**ONCE DISCOVERED, THE PENALTY FOR VIOLATING ANY PROVISION OF "PLAYERS ADVANCING TO A HIGHER DIVISION", THE TEAM SHALL FOFEIT THE GAME. THE QBL WILL DETERMINE WHAT OTHER APPROPRIATE STEPS WILL BE TAKEN. THE QBL'S DECISION IS FINAL AND IS NOT APPEALABLE**

**E)       revoked**

- f) All players shall be registered and sign an official team roster to be forwarded to the QBL Executive Hosting the year end Playofs by June 15<sup>th</sup> Failure to do so will result in a fine of \$100.00 per every roster not supplied up to a max of \$500.00

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- g) If you have 10 players show up for your game no call ups are allowed. If you have a call up and a member of your team arrives so you now have 10 or more players the call is NOT ALLOWED to play
- h) Call ups for the Playoffs are allowed but the Host Center needs to be notified 1 week before the scheduled start of Playoffs to be added to team roster
- i) All league fees are due at the Scheduling meeting
  - U9 Rookie \$250.00 per team
  - U11 Mosquito U13 Pee Wee \$300.0 per team
  - U15 Bantam U19 Midget \$350.00 per team

## 7.0 Malicious Contact

Is to be penalized whether committed by an offensive player or defensive player. Contact shall be considered malicious but not limited to

- i. The contact is the result of intentional excessive force or if there is an intent to injure ( this is an Umpire Judgement call)

Runners are instructed to slide or attempt to avoid contact with any defensive player. 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) \*\*\* NOTE this rule does not mean a player needs to slide into every base, just that if contact is made without sliding (directly into the base) the runner could be ejected if in the Umpires Judgement the contact was malicious\*\*\*\*

If a 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

## 8.0 Pitching Catching Restrictions

- a. No overaged players allowed to pitch or catch
- b. No call ups allowed to pitch (see 6.0 d)
- c. No Players signed to a Rep or Higher level of Baseball are allowed to pitch or catch (see 6.0 c)
- d. Players are able to Pitch and Catch a combination of 5 innings per game (by virtue of this rule it stands that a player that will not be pitching can catch up to 5 inning per game (Exempt for the pitch/catch combination rule is U15 Bantam and U19 Midget)

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## 9.0 Division Specific Rules

### APPROVED PLAYING RULES FOR ROOKIE DIVISION

#### SECTION 1.1 DIAMOND LAYOUT

- a) The pitcher is directly in front of home plate at a distance of 34- 44 ft. Pitcher CANNOT Cross the 34 foot mark while pitching. If this occurs the BATTER IS OUT.

#### SECTION 1.2 PLAYING RULES

- a) A maximum of 10 players may take the field at any given time. 4 of which will be outfielders that must remain on the outfield grass until the ball is hit by the batter
- b) Each team playing with 10 players will have a catcher, a 1<sup>st</sup> baseman, 2<sup>nd</sup> baseman, 3<sup>rd</sup> baseman, shortstop, a left fielder, a right fielder, 1 pitcher helper, 2 centre fielders.
- c) The pitcher helper must stand beside the pitcher or behind the 44 foot mark. Once the ball is HIT, the pitcher helper may move in front of the release point. The pitcher helper must wear an approved batting helmet with facemask and chinstrap and may not remove it until the play is completed.
- d) Infielders can ask for time in the infield area (while in possession of the ball). Time will be given at the umpire's discretion when continuous action from the play has stopped. NOTE: the ball does not have to go back to the pitcher before an infield may ask for time. Continuous action ends when the defense stops trying to make a play and the offense stops trying to advance.
- e) The time limit for all rookie division games shall be 1 hour and 15 minutes with no new inning starting after 1 hour 10 minutes
- f) Each batter shall receive a maximum of 5 pitches. The batter shall not be called out if the 5<sup>th</sup> pitch is called a foul ball.
- g) Batters cannot walk or bunt
- h) There shall be no passed balls or wild pitches (runners can only advance on a hit)
- i) Base runners cannot leave the base until the batter makes contact with the ball. If an infraction occurs, the ball will be declared dead and runners may not advance. One (1) warning will be issued. Any further infraction at any time during the game the batter will be called out. (each team will receive 1 warning). No stealing bases is allowed
- j) If a batted ball hits the coach pitcher or any adult in the playing field, then the ball is declared dead and the batter is out, and all runners must return to their last base
- k) The on-deck batter, the batter and all base runners must wear an approved batting helmet with chinstrap or Check guard.
- l) All catchers are required to wear a mask, chest protector, shin guards and glove (Catcher's mitt is not required)
- m) An inning will be 3 outs, 7 runs or 10 batters (if playing with less than 10 players that team can still bat 10 batters per inning) if in a last batter situation any out recorded ahead of the last batter/runner will end the inning. ASSUME 2 OUT IN THIS SITUATION
- n) Infield fly rule does not apply in Rookie

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- o) No players can advance on an overthrow to 1<sup>st</sup> base. An overthrow at 2<sup>nd</sup> or 3<sup>rd</sup> base, runners may advance. (the reason for this rule is that we want to encourage players to make a play on the runner going to 1<sup>st</sup>)

### **Mosquito U11**

**Number of players on the field shall be min of 7 max of 10 of which 4 outfielders that must remain on the grass outfield until the ball is hit**

**Regulation Game will be 7 innings or 1 hour 30 minutes (time limit is from the posted start time on the schedule) or mercy**

**Pitching Limits 3 innings per game 6 innings per day**

**Pitch/Catch Combination in EFFECT**

**Run Limits        Maximum 4 runs per inning**

**Bunting is allowed**

**Bats marked softball are allowed to be used**

**Runners are not allowed to leave the bag until the pitch has crossed home plate. If an infraction occurs the ball will be declared dead and the runners sent back to their previous base. 1 warning will be issued and any further infractions will result in the runner being called out (each team will receive 1 warning). Mosquito runners are not allowed to steal home on any pitched ball caught or not caught by the catcher.**

**Note: any ball thrown back to the Pitcher from the Catcher (an Overthrow). The Runner on 3<sup>rd</sup> cannot score. All other base runners are free to advance if able. Runners on 3<sup>rd</sup> can only come home when the defensive team attempts to make a play on any runner at any base**

### **Pee Wee U13**

**Number of players on the field shall be min of 7 max of 9**

**Regulation Game will be 7 innings or 1 hour 50 minutes( time limit is from the posted start time on the Schedule) or mercy**

**Pitching Limits 3 innings per game or 6 innings per day**

**Pitch/Catch Combination IN EFFECTR**

**Run Limits        Maximum 5 runs per inning**

**Lead offs and stealing of all bases including home is allowed**

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**Bantam U15 and Midget U19**

**Number of players on the field shall be min of 7 max of 9**

**Regulation game shall be 7 innings or 1 hour 50 minutes or mercy**

**Pitching Limits 4 innings per game 8 innings per day**

**Run Limits Maximum of 6 runs per inning**

**Pitch/Catch Combination Limits NOT IN EFFECT**

**IN ALL DIVISIONS 1 PITCH/PLAY CONSTITUTES AN INNING**

**A PLAYER ONCE REMOVED FROM THE PITCHING POSITION IS NOT ELIGIBLE TO PITCH FOR THE REMAINDER OF THAT GAME REGARDLESS OF THE NUMBER OF INNINGS PITCHED.**

**PENALTY: Infractions of the pitching rule are the pitcher is removed from the pitching position for the remainder of the game and the coach is ejected (regular season only)**

## **10.0 The Score Keeper**

**For all regular season and playoff games, the home scorekeeper shall be the official scorekeeper. Scorekeepers must keep track of pitcher 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**

## **11.00 TOURNAMENT RULES \*\*\* THESE WILL BE ENFORCED NO MATTER THE LENGTH OF TE TOURNAMENT\*\*\***

- 11.01 All games shall be in accordance with QBL Playing Rules & the Official Rules of Baseball unless otherwise stated in this document.**
- 11.02 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.**
- 11.03 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.**
- 11.04 Tournament will follow the double knock out format as provided by the OBA in section P5.1.**

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- 11.05 Due to the runs/inning limits, the game is over at the point when the losing team can no longer catch up.
- 11.06 All games shall be played until a winner is declared.
- 11.07 Mosquito Division Games tied after 1 hour and 30 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.
- 11.08 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.
- 11.10 If a game cannot be continued due to darkness or lighting failure, the game shall be considered suspended and continued the next day.(Inning Pitched Remain)
- 11.11 Home team will be decided by a flip of a coin. The team furthest from the diamond where the game is being played shall make the call.
- 11.12 Home team shall keep official score and time.
- 11.13 Abuse of any official by players, coaches, or parents will not be tolerated. Any infraction could mean the disqualification of the team.(Pending Executive Review)
- 11.14 There will be no batting practice and no infield on tournament fields at any point.
- 11.15 To keep games on time, plate conferences with umpires and coaches/captains should occur 5 minutes before each game.
- 11.16 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)
- 11.17 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.
- 11.18 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
- 11.19 Any OVERAGED player playing in a division lower than what he/she should be playing is not allowed to pitch or catch.(if caught doing so the team will forfeit)
- 11.20 Convener of tournament shall be appointed by the host center. However, the Convener must not be coach in tournament or an umpire working the tournament
- 11.21 All decisions by the tournament committee are final.
- 11.22 Tournament game time limits are as follows:

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Mosquito - 1 hour 30 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

**CHAMPIONSHIP GAMES IN ALL AGE GROUPS WILL BE PLAYED WITH NO TIME LIMIT**

Mosquito will last 6 innings or Mercy

Pee Wee to Midget 7 innings or Mercy

## **11.23 All teams must provide the following to Tournament Convener**

### **Approved Team Roster.**

- A) All players and coaches will sign in before their first Playoff Game. Sign in sheets will be available at the park of your first game and must be completed prior to the start of the game. Any overaged player, called up player or REP player playing on a team must be noted on the Roster Sheet. FAILURE TO NOTE ANY OVERAGED PLAYER OR REP PLAYER ON THE ROSTER SHEET WILL LEAD TO THE HEAD COACH BEING EJECTED FROM THE TOURNAMENT AND SAID PLAYER BECOMING INELEGIBLE TO PLAY.**
- B) Once Rosters are submitted to the host center, teams will not be allowed to add any new players.**
- C) Only players registered to play in their respective centers will be allowed to play in the tournament (ie: no picking up little Billy's friend that has not registered just to field a team)**
- D) Players are only allowed to be rostered to 1 team for the Playoffs.**
- E) In addition to being noted on the Tournament Roster sheet, all players falling into the above categories are also to be listed on the game sheet to be given to the opposing team.**
- F) Signed by the coach prior to 1<sup>st</sup> game.**

**11.24 Ejection of any player for any reason will result in the suspension of that player for the next Playoff Game. An ejection for fighting or Physical Contact with an Umpire will result in disqualification for the remainder of the Playoffs. Any team dropping below 9 players due to an ejection will FORFEIT their game.**

**11.25 Any coach ejected twice in the Playoffs will be suspended for the remainder of said Playoff.**

## **11.26 Pitching Rules.**

**Any player who assumes the pitching position in an inning will be charged with an inning pitched.**

**Mosquito pitchers are permitted to pitch 3 innings a game, but not more than 6 innings a day, or 12 innings for the tournament.**

**Pee Wee pitchers are permitted to pitch 3 innings a game, but not more than 6 innings a day, or 14 innings for the tournament.**

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**Bantam/Midget pitchers are permitted to pitch 4 innings a game, but not more than 8 innings a day, or 14 innings for the tournament.**

**If a tournament is extended past the original scheduled date, pitching records remain intact when the tournament is restarted regardless of the time off.**

Illegal pitching penalty. Where a player pitches more innings than is permitted, the players team WILL forfeit the game. A second violation by a team will result in the manager/head coach will result in their indefinite suspension. Any player advancing to play in a higher series WILL BE INELIGIBLE to pitch (Bantam moving up to Midget is exempt from this rule)

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