



WOBA 6U/7U Minor Rookie Specific Rules for FUN Tournament

1. Home team will be decided by a coin flip.
2. Home will be the official scorekeeper if one is not provided. This official should sit near or behind the backstop in proximity to the umpire for communication purposes.
3. Umpires and opposing team coach(s) must be informed of all overage players (8 yr old) prior to the start of the game.
4. A regulation "Incrediball" will be used for play.
5. **Closed toe shoes must be worn by all players as well as the operator of the pitching machine.**
6. It is mandatory that pitchers wear face guards on their helmets.
7. BOD approved overage 8U/9U Rookie age players may participate, however they may not play at the pitching position.
8. With the use of the "incrediball", it is optional for the individual operating the pitching machine to wear a regulation batting helmet. If they do not wear a helmet they do so at their own risk.
9. The individual operating the pitching machine must remain in the circle and not interfere with play in any way. OBA Rule Q2.3(x) Additional defensive field coaches may be present on the field beyond the bases and base paths. They cannot interfere with or obstruct the play.
10. Games are as many innings as possible with no new inning starting after 75 minutes.
11. Batter will receive up to a maximum of 5 strikes as called by the umpire. OBA Rule Q2.3(h)
12. Every batter puts the ball into play. After 5 strikes the batter may hit off a tee. Not more than one base will be awarded to all runners for a hit off the tee. There are no strike outs.
13. All players on the bench may play on the field. Outfielders must be a minimum of 15 ft behind the bases and base paths. The Infield may have a maximum of 7 players. The 7th being a second pitcher position opposite to the pitcher position (outside the safety circle, behind the release point of the pitching machine and on or within 4ft behind the white safety line).
14. Base runners cannot leave the base until the batter makes contact with the ball. No lead off permitted. One warning will be issued and for any further infractions thereafter, the runner will be called out. Each team will receive one warning.
15. When a batted ball remains in the infield, a runner may only advance one base. This includes any overthrows to any base, the pitcher or force outs on the bases.
16. When a batted ball is hit to the outfield the runners may advance to the next base or bases at their own risk until the ball has returned to the infield. If a runner is more than halfway to the next base, they may advance with the risk of being thrown out. If they are not halfway, they must return to the base they just occupied without risk of being put out.
17. Runners are not allowed to steal any base or home. Runs can only be scored when a ball is batted into play.
18. An inning will be 7 runs or 3 outs, whichever occurs first.

19. All players must bat.
20. No open inning in tournament play.
21. No mercy rule.
22. Coaches have the option to have a courtesy runner for catcher.
23. Infield fly rule does not apply.
24. A team shall not play more than 3 games in one calendar day.
25. A single white base is to be used at 1st base and not a contrast-coloured(orange) double base.
26. In the event of lightning, play is to cease immediately. The Umpires will instruct resumption of game. If the game is rained out, please consult with the Convenor before leaving the park.
27. If a team has not completed and handed in the sign-in sheet prior to the start of the game the offending coach has 20 minutes from the start time of the game to do so, otherwise the game is forfeited.