



Waterdown Minor Baseball Association

Houseleague Coaches Handbook

Waterdown Minor Baseball Association

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Officers

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Stuart Clark - Tournaments
Candice Rivait - Equipment - Past President

Thank you

Thank you for volunteering and giving back to the community through sport and with Waterdown Minor Baseball. The board of directors appreciates all you do for our players and we could not have a league without you and all the many volunteers we have.

Waterdown Minor Baseball Important Dates

Registration - January to May
Clinics - April to early May
Season Starts - Mid May
Spring Tournament - Mid June
9U Allstar Game - Late July
11U Home Run Derby - Late July
13U Home Run Derby - Late July
Playoffs - Late July early August
Championship Saturday/Sunday - Aug weekend after civic holiday
Rep Playdowns - August
OBA Rep Provincial Championships - Labour Day Weekend
Rep Tryouts - September

Local Rep Tournaments

11U A and below - May
9U A and below - June
12U A and below - July
13U A and below - July

Sportsmanship

Waterdown Minor Baseball promote sportsmanship through all our teams. It is important that all coaches promote and teach good sportsmanship to their players at all ages. After all games teams will line up at home plate and shake hands. Coaches will be positive on the field and in the dugout towards all players, coaches and families. Baseball is a competitive sport from houseleague to rep and sometimes it can get a bit heated. We want all players to relise win or lose we are all playing the game we love and at the end of the day it is about having fun, making friends and being out on the diamond.

Player Safety

Player safety is key to a successful season. All protective equipment must be worn during play to help prevent injury. Under no circumstances are players in the field and runners on base to come into contact with each other other than a tag for an out. Even with proper protective equipment and the occasional collision on the field injuries can occur, it is up to the coaches and players to do whatever they can to minimize this. If something is deemed unsafe or you have a concern with something that happened on the field, always reach out to our houseleague director at hl@watrdownminorbaseball.com to report it.

General Rules

Waterdown Minor Baseball Association is part of Baseball Ontario and follows the rules set forth by the governing body. The below are revised and exemptions made for our program and are to be followed.

Sportsmanship

The WMBA takes pride in promoting sportsmanship among all the teams. All coaches, players and spectators are to show sportsmanship towards all participants and volunteers. Anybody who shows unsportsmanlike conduct towards anybody else can face discipline action and be removed from the parks and face a ban from attending any WMBA events.

1. Teams

The below chart shows the number of players on each team.

Division	Age Years End	Number Players (MAX)	Comments
Jr TBall	4 to 5	12	
Sr TBall	6 to 7	12	Those turning 7 by years end can play up in coach pitch
Coach Pitch	7 to 8	14	Those turning 7 by years end can play down in Sr TBall. Those turning 8 by years end can play up in 9U
9U	8 to 9	12	Those turning 8 by years end can play down in Coach Pitch
11U	10 to 11	12	
13U	12 to 13	13	

16U	14 to 16	14	
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1.1 Teams must have 7 players to compete in their scheduled game and for it to count towards the standings. If a team has less than 7 players at the start time there will be a 10 minute grace period. If a seventh player does not show then the game is forfeited. As the league believes the players should still play the team with the most players is to have a player fill in and play for the team with not enough players, to a maximum of 1 player

1.2 With 7 players you have all infield positions except SS covered and 2 outfielders. All teams must have a pitcher and catcher.

1.3 Call ups can be used when you are unable to field a team. Below shows when a call up is allowed to be used.

Jr TBall – No call ups

SR TBall – Call up from Jr TBall

Coach Pitch – Call up from Sr TBall

9U – Call up from Coach Pitch

11U – Call up from 9U (upper birth year players only)

13U – Call up from 11U (upper birth year players only)

16U – Players are to be used from the teams not playing in the current game. Team 1 plays Team 2 can call up from Team 3 or Team 4. If nobody is available then use older aged players from U13.

1.4 No player is to be called up 2 divisions higher. For example a 9U player can call up to 11U but not to 13U.

1.5 No call up player at any age is allowed to pitch.

1.6 No player is to be called up more than 5 times for a team. Call ups are to be reported to Houseleague Director for record keeping.

1.7 Players are assigned to a team based on age. As age groups are 2 birth years teams will be even made up with both age groups as best as possible.

1.8 Players will play at their age group. Requests to play up an age will be accepted and reviewed by the league. A decision will be made and the parents/guardians will be notified.

1.9 All players must register at their own age group and play at said division. Requests can be made to the league for approval. No player from a non-pitching division (9U and under) will be approved to play in a pitching division (11U and above)

1.10 Houseleague teams are not allowed to call up players from Rep or Select teams.

2. Games/Practices

2.1 Games and practices are played on designated nights through the week. Start times for games are 6:00pm to 6:30pm for the first game and 8:00pm to 8:30pm for second games on lit diamonds.

Practices for 9U and above are to be arranged for teams based on available diamonds. These will most likely be on Weekends (Friday night to Sunday).

2.2 Game duration can be found in the individual section for each division.

2.3 For Jr TBall to 9U the time rule is in use. This is how the play is stopped. WMBA introduces this in 2019. Once the ball is hit and the fielder makes a play the player catching the ball at the base is to hold the ball up and call "TIME". This will signal to the umpire to call time and players will be stopped. If a runner is halfway to the next base or home the umpire will allow it. It is up to the umpires discretion as to where the runner was. If time is not called and the umpire believes the play is over they will call time. If the umpire does not call time players can still advance to the next base.

2.4 There are no base limits in any division outside of Jr TBall and Sr TBall.

2.5 An overthrow is a ball thrown to a base that is not caught by the player on base. On an overthrow time will be called and play will be stopped. This Rule applies to Sr TBall to Coach Pitch.

At 9U a ball not caught by a baseman is still live and players can advance 1 base.

From 11U to 16U there is no base limit on missed balls. Runners can advance as ball is live. If the ball leaves the diamond then only one base is awarded if a force play, as ball is dead and out of play.

Force play would mean that overthrow happens at first base and goes out of play with runners on 2nd and 3rd from the hit ball, runner on 3rd now scores, runner on 2nd moves to 3rd and runner from 1st (batter) moves to 2nd base.

2.6 There is no leading off or stealing from 9U and below. Players can only leave a base once a ball is hit.

2.7 There is no leading off in 11U. Players must have one foot on base until the ball leaves the pitcher's hand. There is no stealing home. The only way to advance from 3rd home is on a hit ball or force bases loaded walk.

2.8 Lead offs are allowed in 13U as per Baseball Ontario rules. At 13U Runners are allowed to steal home as long as the ball is in play and there are runners on 2 or more

of the bases. This includes passed/missed balls at home plate and pickoff plays at the bases. As there are no overthrows in 13U a runner can advance until the play is dead. If a ball goes out of diamond then players are awarded an extra base if a force is in play from the bag they are currently on or left. If a player is between 2nd and 3rd that player is awarded 3rd base unless a force play then they would get home.

If there is only one runner on base then that person cannot steal home until there are 2 or more runners on base. Unless a throw is made to 3rd by the pitcher or catcher and is missed then the ball is in play and it is no longer a stolen base.

2.9 At 16U full baseball rules are in play and leadoffs and stealing of any base are allowed.

2.10 The home team is responsible for removing the bases and putting them in the storage area after each game.

2.11 At 9U both teams are responsible for removing bases and putting machines away at the end of the game.

2.12 Rain outs occur and it is up to the coaches of the teams to pick a suitable date Friday, Saturday or Sunday to make up the games. Once a date is chosen they are to email scheduler and umpire chief to set up field and umpires.

2.13 If a game is called during play due to weather for ages 8U to 13U and 3 full innings have been played that game will be counted as official and no make up will be required. If less than 3 innings have been played a new game will need to be scheduled. If Called during an inning score will revert back to last completed inning.

2.13 if a game is called due to dead ball time the score reverts back to the last complete inning.

3. Equipment and Uniforms

The WMBA supplies each team with an equipment bag. These bags have equipment sized for the individual divisions.

In side the bags

3.1 All catchers must wear full catchers gear, at all ages.

3.2 For Jr TBall to 9U pitchers must wear a helmet with a face mask.

3.3 All players must wear an athletic support (jock or jill)

3.4 Batters and base runners must wear a batting helmet with chin strap while in the field.

3.5 All players must provide their own batting helmet and all batting helmets must have a chinstrap. Chinstraps are to be used while at bat and running bases.

3.6 Bats are provided but some players have their own. Make sure the bat is allowed as per Baseball Ontario rules.

Allowable Bats

JR/Sr Tball – Only official TBall bats are allowed to be used. No other Bats are allowed to be used during any TBall game or practice.

3.7 The WMBA provides all players with a uniform. The uniform consists of 1 hat, 1 jersey and 1 pair of pants. From 9U and up it also includes a belt.

3.8 All players must be in full uniform during all league games. If a player forgets a part of their uniform the opposing coach must be notified before the game. All fielders must wear a hat while fielding.

3.9 No alterations are to be made to the Houseleague uniform. Houseleague players must wear grey pants, league jersey and league hat. The only uniform thing that can be altered in the uniform is players can wear a hat of the MLB team that matches their jersey. At 16U Players can wear any pants.

3.10 Any player who arrives at baseball and is in shorts will not be allowed to play. Under no circumstances are shorts to be worn during games. Umpires will not allow play to start if a player is in shorts.

3.11 No Waterdown Wolves uniform pieces are to be worn during Houseleague play.

4 Coaches

4.1 Teams 8U and up are to have a max of 4 coaches during games. The makeup is Head Coach and 3 Assistants.

4.2 The head coach is responsible for the actions of their team which includes players, coaches and spectators. If there are constant issues with any the coach can reach out to the houseleague director or any board member for assistance.

4.3 Only the head coach is allowed to talk to the umpire. If an assistant has a question go to the head coach who will then approach the umpire. Do not argue with the umpires or try to have them change their minds. You can ask for their explanation of the play but arguing or intimidation of an umpire will not be tolerated. Their call is final. Remember they are also learning as we go.

4.4 Coaches are not to be in the field while their team is fielding. They are to stay in the dugout or at the dugout opening. In 8U and only 8U a coach can be in the field to help set kids up in positions prior to and during the innings. This is allowed for the first three weeks of the season after that no coaches in the field.

4.5 When batting a team can have 1 coach on First base and 1 coach at third base. All other coaches are in the dugout. 9U will have a coach at the pitching machine. 8U is allowed to have a coach assisting batters at the Tee. This is allowed for the first 3 weeks. After 3 weeks a coach can only help a batter set up after 3 dead balls called at an at bat.

4.6 Coaches are to check the conditions of the field and equipment prior to the game. Any issues need to be reported to the league.

4.7 All coaches will be emailed a link for a police check that will be done by a third party and the cost will be covered by the WMBA. If a coach has a VSC police check no more than a year old they can supply a copy to the WMBA and the record will be kept. WMBA will not cover the cost for outside police checks.

5 Fair Play

The WMBA promotes Fair Play in all divisions. It is up to the coaches to make sure that all kids get a chance to play and develop at all positions with players safety in mind.

5.1 No player is to sit a second inning until all players have sat 1 inning.

5.2 Players are to be rotated through the positions throughout the games and season. If a player refuses to play a position do not force them as there could be a fear. If this happens, coaches must report it to our Houseleague director and/or Player development Coordinator so they can reach out to the parents/guardians and see what we can do to help.

5.2.1 8U no player can play the same position in a single game. For example, Player A plays first base in the first inning. Center field in the second inning. Player has to play a different position in the third and so on. No player is allowed to play in the outfield 2 consecutive innings. This includes if they sat out after they played in the outfield. If they played outfield then sat the next inning they play is an infield inning.

5.2.2 9U and 11U players can play the same position twice in one game. No player is allowed to play in the outfield 2 consecutive innings. This includes if they sat out after they played in the outfield. If they played outfield then sat the next inning they played as an infield inning. No player can play more than 2 consecutive innings at the infield. If a player played 2 innings infield then sat the next inning is an outfield inning.

5.2.3 By 13U and 16U most players have developed and have positions they are strong at. 13U players must be rotated from infield to outfield and cannot play in the outfield more than 2 innings in a row and players can play the same position 2 innings max in a game. 16U players can play any position at the coaches discretion but players cannot play in the outfield 3 innings in a row. There is no max on playing at any single position in 16U. Pitching rules are below in the division specific rules.

5.3 Player/Coach requests will only be accepted for the junior ages which are Jr TBall to Coach Pitch and 16U. For age groups 9U and 13U the WMBA will not attempt any player/coach requests made. We understand players want to play for a certain coach or with certain players but the goal of our houseleague is to have our teams balanced and fair for competition.

6 Score Keeping and Reporting

Each team is provided a scorebook and is responsible to keep score from Coach Pitch and up. Scores are to be reported for standings leading up to the Playoffs.

6.1 Both teams are to keep score and verify with the opposing team at the end of the game.

6.2 Scores are to be reported within 48 hours of the game. Coaches have access to entering scores online. You will receive an email to enter your score.

6.3 If a score is not entered it will result in a tie.

6.4 Both teams 11U and 13U are to keep track of pitchers for both teams and mark in the score books who pitched. At the beginning of each game coaches and score keepers must confirm who is ineligible to pitch that game.

6.5 If a team continuously does not enter their scores they will be placed with the higher seeded teams during playoffs.

7 Division Specific Rules

7.1 Sr TBall

Age: 6 and 7 years old by December 31 of the current year. 7 year olds have option to play coach pitch

Team Size: 12 players

Players In The Field: 11 (6 infield 5 outfield) 1 player sits each inning.

Base Distance: 50 feet

Score Kept: Yes

Outs Recorded: Yes

Game Duration: 3 innings 1.5 hours. 8:00pm dead ball.

Inning Mercy: N/A

Lead-Offs/Stealing Allowed: No

Misc: The Time (2.3) and Overthrow (2.5) rules are in place. Coaches allowed in field and with batter first three weeks of the season.

Equipment: pitchers must wear a helmet with a face shield. Catchers must wear full catchers gear.

Batters: Each team will bat the same number of batters. If team A has 12 batters and team B has 11 then batter 1 is also last batter in the first inning. The next inning starts at batter 2 and finishes with batter 2 and so on until the game ends. Outs are counted and all batters hit each inning. Only TBall bats are allowed to be used.

Last Batter: On last batter the ball is to be thrown to the catcher. Only the catcher can make a play at home. Once the catcher has the ball in their possession they must step on home plate. Any runner that crosses home before the catcher touches home are safe and a run counts. Any runner who crosses home after the catcher touches home plate is out and the run doesn't count.

Pitchers: Must have one foot on mound or line drawn before the ball his hit. Once ball is hit they can move. Pitchers cannot tag out runner going to first must make throw.

Out at Home: only the catcher can make a play at home. Balls must be thrown not rolled to the catcher. Runner can be tagged out running home by any infield player.

Outfielders: Outfielders cannot tag or be on base for an out. They must throw the ball to an infielder. Outfielders cannot call "TIME". Outfielders must be a minimum of 10 feet behind the base line.

Rolled Balls: If a ball is rolled to a base or home the runner is safe and if at home the run counts.

First 2 weeks will be practices for the teams. Sr TBall will finish the season with a tournament style weekend. Outs will be called the final 5 weeks and the tournament.

Fair Play Rules are in effect.

7.2 Coach Pitch

Age: 7 and 8 years old by December 31 of current year

Team Size: up to 14 players

Players In The Field: 10 (6 infield 4 outfield) 4 players sits each inning.

Base Distance: 55 feet

Score Kept: Yes

Outs Recorded: Yes

Game Duration: 6 innings 1.75 hours. No new inning after 8:00pm dead ball 8:15pm

Inning Mercy: 3 outs or 5 runs through to the end of the game.

Lead-Offs/Stealing Allowed: No. Runners must have 1 foot on the base until the ball is hit.

Misc: The Time (2.3) and Overthrow (2.5) rules are in place.

Equipment: pitchers must wear helmet with face shield. Catchers must wear full catchers gear.

Outfielders: Outfielders cannot tag or be on base for an out. They must throw the ball to an infielder. Outfielders cannot call "TIME". Outfielders must be a minimum of 10 feet behind the baseline.

Rolled Balls: If a ball is rolled to a base or home the runner is safe and if at home the run counts.

Hitting: Each batter is given five hittable pitches to hit the ball. After five hittable pitches, the batter is called out. A batter hitting a foul ball on the fifth pitch is granted another pitch. Batters are not allowed to bunt.

Coaches will pitch from minimum of 20 feet from the plate and players at the pitching position will stand behind and to either the right or left of the coach pitcher so they can see the ball.

Fair play rules are in effect.

7.3 9U

Age: 8 and 9 years old by December 31 of current year

Team Size: 12 players

Players In The Field: 10 (6 infield 4 outfield) 2 players sits each inning.

Base Distance: 65 feet

Score Kept: Yes

Outs Recorded: Yes

Game Duration: 6 innings 1.75 hours. No new inning after 8:15pm dead ball 8:30pm

Inning Mercy: 3 outs or 5 runs through to the end of the 5th inning. The 6th inning will become an open inning (with unlimited runs.) If the game ends before the 6th inning, there will be no open inning.

Lead-Offs/Stealing Allowed: No. Runners must have 1 foot on the base until the ball is hit.

Misc: The Time (2.3) and Overthrow (2.5) rules are in place.

Equipment: pitchers must wear helmet with face shield. Catchers must wear full catchers gear.

Pitchers and Pitching Machine: Machine will be set up 44 feet from home plate. An 8 foot circle must be drawn around the pitching machine. No fielder may enter the safety circle to make a play. Umpires will ensure there is a safety circle prior to the start of the game. Any ball that is played, stops inside the circle or hits the machine or coach will be called dead and players will be awarded the base they are heading to. Pitchers must wear helmet with face mask while on the field. Pitchers must stay beside or behind the front of the machine until the ball is hit.

Outfielders: Outfielders cannot tag or be on base for an out. They must throw the ball to an infielder. Outfielders cannot call "TIME". Outfielders must be a minimum of 10 feet behind the baseline.

Rolled Balls: If a ball is rolled to a base or home the runner is safe and if at home the run counts.

Hitting: Each batter is given five hittable pitches to hit the ball. After five hittable pitches, the batter is called out. A batter hitting a foul ball on the fifth pitch is granted another pitch. Batters are not allowed to bunt.

Pitching Machine: Machine is set to 40mph and the speed is not to be adjusted from said 40mph. Both coaches are to be available to set up height of the machine. Use an average height player to make sure the ball is where it should be. Once agreed no changes to the machine height can be made until the end of a full inning and both catches must agree. There is no adjusting height during play.

Fair play rules are in effect.

7.4 11U

Age: 10 and 11 years old by December 31 of current year

Team Size: 12 players

Players In The Field: 9 (6 infield 3 outfield) 3 players sits each inning.

Base Distance: 65 feet

Pitching Distance: 44 feet

Score Kept: Yes

Outs Recorded: Yes

Game Duration: 6 innings 2 hours. No new inning after 8:15pm dead ball 8:30pm

Inning Mercy: The inning mercy for 11U is 5 runs for all innings.

Championship Round: All Semi Final and Final games will be full games no time limit.

Pitch Limits: Three pitchers must be used in a six inning game. No pitcher shall pitch more than 2 innings per game. All innings must be consecutive. It is the responsibility of the score keepers to track innings pitched. No Pitcher can pitch in consecutive games if 2 innings pitched in first game. A pitcher who pitches 1 innings in back to back games cannot pitch a third consecutive game.

Catching Limits: No catcher shall catch more than 2 innings in a game.

NO PLAYER SHALL PLAY AT THE CATCHER AND PITCHER POSITION IN THE SAME GAME.

Balks: No

Bunting: Not allowed

Lead-Offs/Stealing Allowed: Runners must keep one foot on the base until the ball leaves the pitchers hand. The runner will either attempt to steal or return back to original base. If a runner leaves early, the first offence, the team will receive a warning. Upon a second offence by any team member, the player will be called out. Each team will receive one verbal warning. No batter who has reached first on a walk may advance to second base before the next pitch is thrown. No stealing home.

Scoring a Run: Runners may only advance to home on a batted ball, or force play via a walk or hit by pitch. Runners cannot come home on a wild pitch.

Drop Third Strike Rule: does not apply

Infield Fly In Effect: No

Outfielder Positioning: Outfielders must be placed a minimum of 10 feet behind the baseline, and no outfielder may be the primary receiver on the infield. Violation of this rule will lead to all runners be called safe. Outfielders must throw to an infielder to record an out.

Teams will use the orange rubber plate cover during games.

Fair play rule is in effect.

7.5 13U

Age: 12 and 13 years of age by December 31 of current year.

Team Size: 13 players

Base Distance: 75 feet

Pitching Distance: 50 feet

Game Duration: 6 innings 2 hours. First game starts at 6:15pm No new inning starts after 8:00pm Second Game starts 8:15pm No new inning starts after 10:00pm

Pitch Limits: Three pitchers must be used in a six inning game. No pitcher shall pitch more than 2 innings per game. All innings must be consecutive. It is the responsibility of the score keepers to track innings pitched. No Pitcher can pitch in consecutive games if 2 innings pitched in first game. A pitcher who pitches 1 innings in back to back games cannot pitch a third consecutive game.

Catching Limits: No catcher shall catch more than three innings.

NO PLAYER SHALL PLAY AT THE CATCHER AND PITCHER POSITION IN THE SAME GAME.

Balks: One warning per pitcher

Inning Mercy: The inning mercy for 13U is 5 runs for all innings.

Championship Round: All Semi Final and Final games will be full games no time limit.

Lead-Offs/Stealing Allowed: Yes. For Stealing home see rule 2.8

Players in the Field: 9 (6 in the infield, 3 in the outfield)

Regulation Game Length: 6 innings

Infield Fly in Effect: Yes

Fair play rule in effect

7.6 16U

Age: 14 to 16 years of age by December 31 of current year.

Team Size: 14 players

Base Distance: 90 feet

Pitching Distance: 60.6 feet – At Joe Sams Diamond 1 or Belmont from the mound

Game Duration: 6 innings 2 hours. First game starts at 6:00pm second game starts at 8:30pm

Pitch Limits: No pitcher shall pitch more than 3 innings per game. Pitchers can pitch in consecutive games unless a makeup game is played between Sundays. If playing a makeup game then pitchers who pitched the game before can't pitch in makeup game and pitcher from makeup game cannot pitch in next game. Pitchers may not pitch in consecutive games if in a double header.

Catching Limits: No catcher shall catch more than three innings.

NO PLAYER SHALL PLAY AT THE CATCHER AND PITCHER POSITION IN THE SAME GAME.

Balks: One warning per pitcher

Inning Mercy: The inning mercy for 16U is 5 runs for all innings.

Game Mercy: Game mercy is in play. 11 runs after 4 innings, 6 runs after 5 innings.

Championship Round: All Semi Final and Final games will be full games no time limit. Or will be called due to game mercy

For 16U if the rule is not above then regular COBA baseball rules apply.

7.7 Jr TBall

Jr TBall is a development division for our youngest players. Players will be 4 or 5 years of age by end of the current year. Players will practice skills for 30 to 45 minutes and then will play 2 innings of baseball against another team. There are no outs and everyone hits. Pitchers will wear a helmet with face mask and catchers will wear chest protector and helmet. Only TBall bats will be allowed during play. Helmets with chinstraps must be worn by all batters and base runners.