



Victoria - Brock Baseball Association

**DIVISION RULES
&
PITCHING
MACHINE SETUP**

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MINI-MITES MIXED SOFTBALL

(Revised May 2026)

1. Base Spacing: 35 feet.
2. Pitching Distance: 28 feet.
3. Ball Size: 11 inches.
4. Time limit: 1 hour or 5 innings. **(Last Inning called after 50 minutes)**
5. Players:
 - a. Maximum of 10 players on field at one time.
 - b. Player Substitution: Unlimited.
 - c. Players must play normal positions (6 infielders, 3 outfielders, and a rover). The 10th fielder cannot play as an infielder.
 - d. Players must wear a properly fitting helmet which has protection covering both ears while; warming up on the field, at bat, and base running. Straps on helmets are mandatory.
6. A coach or parent must pitch to their team but, may **not** play the ball when hit.
7. Each player gets **5 pitches** maximum. (No Ball or strikes called)
8. 3 runs or 3 outs constitutes an inning. Last inning is **NOT** unlimited runs.
9. No stealing, lead-offs or sliding
10. No advancing on any overthrows at any base, or to the pitcher.
11. All games must start no later than 6:30 pm.
12. All players must play and bat in order of the line up communicated prior to the game commencing.
13. When the ball is hit into the outfield and the fielder fields the ball, **play stops after the ball leaves the fielder's hand**. The runner must make it safely to the base they are approaching.
14. A minimum of 8 players are required to make the game official.
15. Forfeit Rule: If a game is cancelled and the home team offers up 3 possible dates to reschedule the game, the visiting team will need to decide on one of these dates or face forfeiting the missed game.

The league encourages that all scheduled games to be played. A point system will be in place. A team will be awarded 1 point for a loss, 2 points for a tie, and 3 points for a win. Total points will determine your ranking in the tournament.

Coaches are responsible to notify the opposing team for a game cancellation within a reasonable amount of time. If the Coach fails to do so, charges to the centre may be incurred.

MITE BOYS BASEBALL

(Revised May 2026)

1. Base Spacing: 45 feet.
2. Pitching Distance: 30 feet.
3. Ball size: 9" 80cc Hardball.
4. Time Limit: 1 1/2 hours or 7 innings. Last inning to be called after 1 hour of play.
5. Players:
 - a. Maximum 10 players on field - 10th player must be in the outfield.
 - b. Unlimited substitution.
 - c. Catchers must wear full equipment which includes; helmet with mask, chest pad, and shin pads
 - d. Players must wear a properly fitting helmet which has protection covering both ears while; warming up on the field, at bat, and base running. Straps are recommended but are not mandatory.
6. All inning pitching will be with the UMP 45 pitching machine.(See **PITCHING MACHINE RULES** below)
7. 3 runs or 3 outs - equal 1 inning. Last inning is **NOT** unlimited runs.
8. Umpires will call balls and strikes for all innings.
9. All players must bat in the order of lineup.
10. No stealing, lead-offs or sliding
11. No running on last strike, regardless if ball is caught or not.
12. No advancing on overthrows at any base or back to the pitcher.
13. No infield fly rule.
14. On a ball hit to the outfield, the runners may advance until the ball is thrown back into the infield. **When the infielder has the ball in hand, the runners must make it safely to the base they are approaching, or go back to the base they left if unoccupied.**
15. Home team supplies umpires - VBBA encourages level 1 Umpires behind the plate and level 1 in the field.
16. A minimum of 8 players are required to make the game official.
17. Forfeit Rule: If a game is cancelled and the home team offers up 3 possible dates to reschedule the game, the visiting team will need to decide on one of these games or face forfeiting the missed game.

PITCHING MACHINE RULES - Each coach will use the machine to pitch to their own team. A 5ft diameter safety circle should be outlined around the machine. Players shall **NEVER** enter the circle. Players must be within 1ft to either side or behind the machine before the machine is loaded. The player must play as a pitcher **NOT** rover. If the ball hits the machine or the Coach it is considered dead and not a strike. Players cannot move to the front of the machine until the ball crosses home plate. Both teams must use the same ball (9" Hardball). The Home team coach is responsible for having the machine set up and consistent 10 minutes before game time.
(SEE THE SETTINGS GUIDE ON PAGE 25)

MITES BASEBALL PITCHING RULES

1. Umpire will call balls and strikes as per usual (pitches can vary slightly).
2. In case of a mis-fire, the pitch will not be counted.
3. Both teams must use the same ball.

Please note: The implementation of the use of the Blue Flame pitching machine was intended for all players to be able to hit the ball. If the machine is set up properly, and the pedal is stepped on fully each time; this should be the case. There is a "called ball" (NOT PITCH) limit per at bat. This will not allow any walks while using the Pitching Machine. On the 5th "called ball" by the umpire, the batter will be called out.

The league encourages all scheduled games to be played. A point system will be in place. A team will be awarded 1 point for a loss, 2 points for a tie, and 3 points for a win. Total points will determine your ranking in the tournament.

Coaches are responsible to notify the opposing team for a game cancellation within a reasonable amount of time. If the Coach fails to do so, charges to the centre may be incurred.

MITE GIRLS SOFTBALL

(Revised May 2026)

1. Bases: 45 feet.
2. Pitching Distance: 30 feet.
3. Ball size: 11 inch.
4. Time Limit: 1 1/2 hours or 7 innings. Last inning to be called after 1 hour of play.
5. Players:
 - a. 10 players on field – 10th player must be in the outfield.
 - b. Unlimited substitution.
 - c. Catchers must wear full equipment which includes; helmet with mask, chest pad, and shin pads.
 - d. Players must wear a properly fitting helmet which has protection covering both ears with a while; warming up on the field, at bat, and base running. Straps are required.
6. All inning pitching will be with the UMP 45 pitching machine.(See **PITCHING MACHINE RULES** below)
7. 3 runs or 3 outs - equal 1 inning. Last inning is **NOT** unlimited runs.
8. Umpires will call balls and strikes for all innings (both Machine and Live).
9. All players must bat in the order of lineup.
10. No stealing, lead-offs or sliding.
11. No running on the last strike, regardless if the ball is caught or not.
12. No advancing on overthrows at any base or back to the pitcher.
13. No infield fly rule.
14. On a ball hit to the outfield, the runners may advance until the ball is thrown back into the infield. **When the infielder has the ball in hand, the runners must make it safely to the base they are approaching, or go back to the base they left if unoccupied.**
15. Home team supplies umpires.VBBA encourages level 1 Umpires behind the plate and level 1 in the field.
16. A minimum of 8 players are required to make the game official.
17. Forfeit Rule: If a game is cancelled and the home team offers up 3 possible dates to reschedule the game, the visiting team will need to decide on one of these games or face forfeiting the missed game.

PITCHING MACHINE RULES - Each coach will use the machine to pitch to their own team. A 5ft diameter safety circle should be outlined around the machine. Players shall **NEVER** enter the circle. Players must be within 1ft to either side or behind the machine before the machine is loaded. The player must play as a pitcher **NOT** rover. If the ball hits the machine or the Coach it is considered dead and not a strike. Players cannot move to the front of the machine until the ball crosses home plate. Both teams must use the same ball (11" Softball). The Home team coach is responsible for having the machine set up and consistent 10 minutes before game time.
(SEE THE SETTINGS GUIDE ON PAGE 25)

MITES SOFTBALL PITCHING RULES

1. Umpire will call balls and strikes as per usual (pitches can vary slightly).
2. In case of a mis-fire, the pitch will not be counted.
3. Both teams must use the same ball.

Please note: The implementation of the use of the Blue Flame pitching machine was intended for all players to be able to hit the ball. If the machine is set up properly, and the pedal is stepped on fully each time; this should be the case. There is a "called ball" (NOT PITCH) limit per at bat. This will not allow any walks while using the Pitching Machine. On the 5th "called ball" by the umpire, the batter will be called out.

The league encourages that all scheduled games to be played. A point system will be in place. A team will be awarded 1 point for a loss, 2 points for a tie, and 3 points for a win. Total points will determine your ranking in the tournament.

Coaches are responsible to notify the opposing team for a game cancellation within a reasonable amount of time. If the Coach fails to do so, charges to the centre may be incurred.

SQUIRT GIRLS SOFTBALL

(Revised May 2026)

1. Bases: 55 feet
2. Pitching: 35 feet
3. Ball size: 11 inches
4. Time Limit: 1 1/2 hours or 7 innings. Last inning to be called after 1 hour of play.
5. Players:
 - a. 9 players on the field
 - b. Unlimited substitution
 - c. Catchers must wear full equipment which includes; helmet with mask, chest pad, and shin pads.
 - d. Players must wear a properly fitting helmet which has protection covering both ears with a facemask while; warming up on the field, at bat, and base running. Straps are required.
 - e. Pitchers are required to wear a protective pitching mask while pitching.
6. Pitchers can pitch 3 innings maximum. (See **PITCHING RULES** below)
7. 5 runs or 3 outs - equals 1 inning
8. All players must play and bat in order of line-up.
9. Batter is out on third strike regardless if ball is caught or not and the ball remains live.
10. No lead-offs.
11. Stealing is allowed after ball leaves the pitcher's hand.
12. A player is unable to steal on overthrows between the pitcher and the catcher at any time.
13. Runners can only advance one base on an overthrow at any base. Only overthrows from infielder to infielder should be considered. An overthrow from the outfielder does not fall under this rule.
14. No infield fly rule.
15. Home team supplies umpires - Level 1 Umpires are encouraged behind plate.
16. When Umpire declares last inning, it will consist of either 3 outs per team or a maximum of 10 runs per team
17. A minimum of 8 players are required to make game official.

18. Forfeit Rule: If a game is cancelled and the home team offers up 3 possible dates to reschedule the game, the visiting team will need to decide on one of these games or face forfeiting the missed game.
19. There will only be 3 former rep players who have played rep in the last two years allowed to play on one team together.

Pitching Rules:

Before the Pitch:

1. **Presenting the ball:** The pitcher can start the pitch with both feet on the pitching rubber or 1 foot behind the rubber (no minimum or maximum distance). Pitchers are required to pause from 2 to 5 seconds, with hands together before the pitch. If starting with 1 foot behind the rubber it **MUST** be behind the rubber **BEFORE** the pause. Whether starting with 1 foot or 2 on the rubber neither foot can be off the side of the rubber.
2. **Delivery of the Pitch:** A pitcher can **NOT** step back during the pitch. All motion must be forward once the ball has been presented. Pitchers must stay in the pitching chute when delivering the pitch. Pitchers will step forward with the lead foot (glove side) and drag the pivot foot (pitching arm side) behind them.

The league encourages that all scheduled games to be played. A point system will be in place. A team will be awarded 1 point for a loss, 2 points for a tie, and 3 points for a win. Total points will determine your ranking in the tournament.

Coaches are responsible to notify the opposing team for a game cancellation within a reasonable amount of time. If coach fails to do so, charges to the centre may be incurred.

MOSQUITO BOYS BASEBALL

(Revised May 2026)

1. Bases: 65 feet.
2. Pitching: 45 feet.
3. Ball size: 9" 80cc Hardball.
4. Time Limit: 1 1/2 hours or 7 innings. Last inning to be called after 1 hour of play.
5. Players:
 - a. 9 players on the field.
 - b. Unlimited substitution.
 - c. Catchers must wear full equipment which includes; helmet with mask, chest pad, and shin pads.
 - d. Players must wear a properly fitting helmet which has protection covering both ears while; warming up on the field, at bat, and base running. Straps are recommended but are not mandatory.
6. Pitching: see Rules below.
 - a. **Balk Rule** applies. (See **BALK RULE** below)
7. 5 runs or 3 outs - equals 1 inning.
8. All players must play and bat in order of line-up.
9. No running on third strike if ball not caught.
10. **Infield fly rules** applies. (See **INFIELD FLY RULE** below)
11. Lead-offs are **NOT** allowed.
12. No stealing is allowed. This includes advancing on overthrows between the catcher and pitcher
13. Baserunners can only advance one base on an overthrow that occurs at any time after the ball is hit into play. Overthrows are to be considered as infielder to infielder, not from the outfield. No running is permitted on overthrows between the pitcher and catcher. (See further **BASERUNNERS** breakdown below)
14. Baserunners can begin running once contact is made by the batter.
15. Approved hard ball bats are to be used only. **Softball bats are not allowed to be used.**
16. Home team supplies umpires -Level 1 Umpires are encouraged behind home plate.
17. When Umpire declares last inning, it will constitute of either 3 outs per

- team or a maximum of 10 runs per team.
18. A minimum of 8 players are required to make game official.
 19. Forfeit Rule: If a game is cancelled and the home team offers up 3 possible dates to reschedule the game, the visiting team will need to decide on one of these games or face forfeiting the missed game.
 20. There will only be 3 former rep players who have played rep in the last two years allowed to play on one team together. Teams who play a game with more than 3 former rep players will forfeit the game.

MOSQUITO PITCHING RULES

1. First 3 innings of pitching will be with the UMP 45 pitching machine.
2. Umpire will call balls and strikes as per usual (pitches can vary slightly).
3. In case of a mis-fire, the pitch will not be counted.
4. Remaining innings will be live player pitching where a pitcher may only pitch 3 innings maximum.
5. Both teams must use the same ball.

Please note: The implementation of the use of the Blue Flame pitching machine was intended for all players to be able to hit the ball. If the machine is set up properly, and the pedal is stepped on fully each time; this should be the case. There is a “called ball” (NOT PITCH) limit per at bat. This will not allow any walks while using the Pitching Machine. On the 5th “called ball” by the umpire, the batter will be called out.

PITCHING MACHINE RULES - Each coach will use the machine to pitch to their own team. A 5ft diameter safety circle should be outlined around the machine. Players shall **NEVER** enter the circle. Players must be within 1ft to either side or behind the machine before the machine is loaded. The player must play as a pitcher **NOT** rover. If the ball hits the machine or the Coach it is considered dead and not a strike. Players cannot move to the front of the machine until the ball crosses home plate. Both teams must use the same ball (Hardball). The Home team coach is responsible for having the machine set up and consistent 10 minutes before game time. **(SEE THE SETTINGS GUIDE ON PAGE 25)**

INFIELD FLY RULE - The infield fly rule is a baseball rule that protects runners on first and second, or with the bases loaded, when there are

fewer than two outs. If a fly ball can be caught by an infielder with ordinary effort (umpire's judgement), the umpire will call "infield fly, if fair" and the batter is automatically out, regardless of whether the ball is caught, runners can advance at their own risk and baseball plays can still be made. This prevents the defense from intentionally dropping a pop-up to turn a double play.

BASERUNNERS - May only advance one base PER PLAY on an overthrow that occurs at any time. Overthrows are to be considered infielder to infielder, not from the outfield. This means that players can only move one base at their own risk after the first overthrown ball during any given play, a baseball play can be made on a player taking a base if the ball is still in play. This is intended to force more at bats leading to more hits and baseball plays rather than individuals just running around the bases. We want kids confidently making plays and improving rather than holding onto the ball in fear of making a mistake.

Example:

- a) The ball is overthrown at 1st from another infielder, the runner then takes second base at their own risk, a throw is made to try to make a baseball play and the ball is overthrown at second base, the runner may not advance another base as this is the second infielder to infielder overthrow.
- b) The ball is overthrown in a rundown between 1st and 2nd, the player can advance to 2nd and continue to 3rd at their own risk on the overthrow. If a throw is made to 3rd and is overthrown, the player can not go home, as that would be the second infielder to infielder overthrow.

BALK RULE - This will be called if it happens, one warning will be given to each team before it will be enforced.

The league encourages that all scheduled games to be played. A point system will be in place. A team will be awarded 1 point for a loss, 2 points for a tie, and 3 points for a win. Total points will determine your ranking in the tournament.

Coaches are responsible to notify the opposing team for a game cancellation within a reasonable amount of time. If coach fails to do so, charges to the centre may be incurred.

PEEWEE GIRLS SOFTBALL

(Revised May 2026)

1. Bases: 60 feet.
2. Pitching: 38 feet.
3. Ball size: 12 inches.
4. Time Limit: 2 hours or 7 innings. Last inning to be called after 1 1/2 hours of play
5. Players:
 - a. 9 players on the field.
 - b. Unlimited substitution.
 - c. Catchers must wear full equipment which includes; helmet with mask, chest pad, and shin pads.
 - d. Players must wear a properly fitting helmet which has protection covering both ears with a facemask while; warming up on the field, at bat, and base running. Straps are required.
 - e. Pitchers must wear properly fitting facial protection while playing the position.
6. Pitchers can pitch 4 innings maximum. (See **PITCHING RULES** below)
7. 5 runs or 3 outs - equals 1 inning.
8. All players must play and bat in order of line-up.
9. Batter may run on third strike, if ball not caught.
10. Infield fly rule applies.
11. Lead-offs are **NOT** allowed.
12. Stealing is allowed after ball leaves the pitcher's hand.
13. Home team supplies Umpires - Level 1 Umpires are encouraged behind plate & Level 1 Umpires in field.
14. When Umpire declares last inning, it will constitute either 3 outs per team or a maximum of 10 runs per team.
15. A minimum of 8 players are required to make game official.
16. Forfeit Rule: If a game is cancelled and the home team offers up 3 possible dates to reschedule the game, the visiting team will need to decide on one of these games or face forfeiting the missed game.
17. There will only be 3 former rep players who have played rep in the last two years allowed to play on one team together. Teams who play a game with more than 3 former rep players will forfeit the game.
18. **NOTE:** An 8ft diameter circle around the pitcher's mound is strongly

recommended.

Pitching Rules:

Before the Pitch:

1. **Presenting the ball:** The pitcher can start the pitch with both feet on the pitching rubber or 1 foot behind the rubber (no minimum or maximum distance). Pitchers are required to pause from 2 to 5 seconds, with hands together before the pitch. If starting with 1 foot behind the rubber it **MUST** be behind the rubber **BEFORE** the pause. Whether starting with 1 foot or 2 on the rubber neither foot can be off the side of the rubber.
2. **Delivery of the Pitch:** A pitcher can **NOT** step back during the pitch. All motion must be forward once the ball has been presented. Pitchers must stay in the pitching chute when delivering the pitch. Pitchers will step forward with the lead foot (glove side) and drag the pivot foot (pitching arm side) behind them.

The league encourages that all scheduled games to be played. A point system will be in place. A team will be awarded 1 point for a loss, 2 points for a tie, and 3 points for a win. Total points will determine your ranking in the tournament.

Coaches are responsible to notify the opposing team for a game cancellation within a reasonable amount of time. If coach fails to do so, charges to the centre may be incurred.

PEEWEE BOYS BASEBALL

(Revised May 2026)

1. Bases: 75 feet.
2. Pitching: 50 feet.
3. Ball size: 9" 80cc Hardball.
4. Time limit: 2 hours or 7 innings (notwithstanding park curfews). Last inning to be called after 1 1/2 hours of play
5. Players:
 - a. 9 players on the field.
 - b. Unlimited substitution.
 - c. Catchers must wear full equipment which includes; helmet with mask, chest pad, and shin pads.
 - d. Players must wear a properly fitting helmet which has protection covering both ears while; warming up on the field, at bat, and base running. Straps are recommended but are not mandatory
 - e. Approved hard ball bats are to be used only. **Softball bats are not allowed to be used.**
6. Pitchers can only pitch 3 innings maximum.
7. Balk rule applies.
8. 5 runs or 3 outs - equals 1 inning.
9. All players must play and bat in order of line-up.
10. Batter may run on third strike if ball not caught.
11. Infield fly rule applies.
12. Lead-offs are allowed.
13. Stealing is allowed.
14. Home team supplies Umpires - Level 2 Umpires are encouraged behind plate & Level 1 Umpires in field.
15. When Umpire declares last inning, it will constitute of either 3 outs per team or a maximum of 10 runs per team.
16. A minimum of 8 players are required to make the game official.
17. Forfeit Rule: If a game is cancelled and the home team offers up 3 possible dates to reschedule the game, the visiting team will need to decide on one of these games or face forfeiting the missed game.
18. There will only be 3 former rep players who have played rep in the last two years allowed to play on one team together. Teams who play a

game with more than 3 former rep players will forfeit the game.

The league encourages that all scheduled games to be played. A point system will be in place. A team will be awarded 1 point for a loss, 2 points for a tie, and 3 points for a win. Total points will determine your ranking in the tournament.

Coaches are responsible to notify the opposing team for a game cancellation within a reasonable amount of time. If coach fails to do so, charges to the centre may be incurred.

BANTAM BOYS BASEBALL

(Revised May 2026)

1. Bases: 82 feet.
2. Pitching: 55 feet.
3. Ball size: 9" 80cc Hardball.
4. Time limit: 2 hours or 7 innings (notwithstanding park curfews). Last inning to be called after 1 1/2 hours of play
5. Players:
 - a. 9 players on the field.
 - b. Unlimited substitution.
 - c. Catchers must wear full equipment which includes; helmet with mask, chest pad, and shin pads.
 - d. Players must wear a properly fitting helmet which has protection covering both ears while; warming up on the field, at bat, and base running. Straps are recommended but are not mandatory
 - e. Approved hard ball bats are to be used only. **Softball bats are not allowed to be used.**
6. Pitcher can pitch 4 innings maximum.
7. Balk rule applies.
8. 5 runs or 3 outs - equals 1 inning.
9. All players must play and bat in order of line-up.
10. Batter may run on third strike if ball not caught.
11. Infield fly rule applies.
12. Lead-offs are allowed.
13. Stealing is allowed.
14. Home team supplies Umpires - Level 2 (adult) Umpires are encouraged behind the plate Level 1 in field.
15. When Umpire declares last inning, it will constitute of either 3 outs per team or a maximum of 10 runs per team.
16. A minimum of 8 players are required to make game official.
17. Forfeit Rule: If a game is cancelled and the home team offers up 3 possible dates to reschedule the game, the visiting team will need to decide on one of these games or face forfeiting the missed game.
18. There will only be 3 former rep players who have played rep in the last two years allowed to play on one team together.

The league encourages that all scheduled games to be played. A point system will be in place. A team will be awarded 1 point for a loss, 2 points for a tie, and 3 points for a win. Total points will determine your ranking in the tournament.

Coaches are responsible to notify the opposing team for a game cancellation within a reasonable amount of time. If coach fails to do so, charges to the centre may be incurred.

U20 GIRLS SOFTBALL

(Revised May 2026)

1. Bases: 60 feet.
2. Pitching: 41 feet, unless playing in a split division with Bantam Girls Softball, then it will be 41 feet.
3. Ball size: 12 inches.
4. Time limit: 2 hours or 7 innings (Notwithstanding park curfews). Last inning to be called after 1.5 hours of play
5. Players:
 - a. 9 players on the field.
 - b. Unlimited substitution.
 - c. Catchers must wear full equipment which includes; helmet with mask, chest pad, and shin pads.
 - d. Players must wear a properly fitting helmet which has protection covering both ears with a facemask while; warming up on the field, at bat, and base running. Straps are required.
 - e. Pitchers must wear properly fitting facial protection while playing the position.
6. Pitchers can pitch 4 innings maximum. (See **PITCHING RULES** below)
7. 5 runs or 3 outs - equals 1 inning.
8. All players must play and bat in order of line-up.
9. Batter may run on third strike if ball is not caught.
10. Infield fly rule applies.
11. Lead-offs are **NOT** allowed.
12. Stealing is allowed after ball leaves pitcher's hand.
13. Home team supplies Umpires - Level 2 (adult) Umpires are encouraged behind the plate & Level 1 in field.
14. When Umpire declares last inning, it will constitute of either 3 outs per team or a maximum of 10 runs per team.
15. A minimum of 8 players are required to make game official.
16. Forfeit Rule: If a game is cancelled and the home team offers up 3 possible dates to reschedule the game, the visiting team will need to decide on one of these games or face forfeiting the missed game.
17. There will only be 3 former rep players who have played rep in the last two years allowed to play on one team together. Teams who play a game with more than 3 former rep players will forfeit the game.

OVER-AGE PLAYERS (Constitution: Article 8 - TEAMS AND AGES):

A Midget/Bantam team can have a maximum of 4 over-age players rostered, as long as these over-age players have played with the same centre for several seasons. Over-age players are not allowed to pitch in any games but are allowed catch.

NOTE: These four players must be approved by the Centre's Executive and must be identified to the opposing coach or manager before game time.

Pitching Rules:

Before the Pitch:

1. **Presenting the ball:** The pitcher can start the pitch with both feet on the pitching rubber or 1 foot behind the rubber (no minimum or maximum distance). Pitchers are required to pause from 2 to 5 seconds, with hands together before the pitch. If starting with 1 foot behind the rubber it **MUST** be behind the rubber **BEFORE** the pause. Whether starting with 1 foot or 2 on the rubber neither foot can be off the side of the rubber.
2. **Delivery of the Pitch:** A pitcher can **NOT** step back during the pitch. All motion must be forward once the ball has been presented. Pitchers must stay in the pitching chute when delivering the pitch. Pitchers will step forward with the lead foot (glove side) and drag the pivot foot (pitching arm side) behind them.

The league encourages that all scheduled games to be played. A point system will be in place. A team will be awarded 1 point for a loss, 2 points for a tie, and 3 points for a win. Total points will determine your ranking in the tournament. Coaches are responsible to notify the opposing team for a game cancellation within a reasonable amount of time. If coach fails to do so, charges to the centre may be incurred.

MIDGET BOYS BASEBALL

(Revised May 2026)

1. Bases: 90 feet.
2. Pitching: 60 feet.
3. Ball size: 9" 80cc Hardball.
4. Time limit: 2 hours or 7 innings (notwithstanding park curfews). Last inning to be called after 1 1/2 hours of play
5. Players:
 - a. 9 players on the field.
 - b. Unlimited substitution.
 - c. Catchers must wear full equipment which includes; helmet with mask, chest pad, and shin pads.
 - d. Players must wear a properly fitting helmet which has protection covering both ears while; warming up on the field, at bat, and base running. Straps are recommended but are not mandatory
 - e. Approved hard ball bats are to be used only. **Softball bats are not allowed to be used.**
6. Pitcher can pitch 4 innings maximum.
7. Balk rule applies.
8. 5 runs or 3 outs - equals 1 inning except for the last inning.
9. All players must play and bat in order of line-up.
10. Infield fly rule applies.
11. Lead-offs are allowed.
12. Stealing is allowed.
13. Home team supplies Umpires - Level 2 (adult) Umpires are encouraged behind the plate & Level 1 in field.
14. When Umpire declares last inning, it will constitute of either 3 outs per team or a maximum of 10 runs per team.
15. A minimum of 8 players are required to make the game official.
16. Forfeit Rule: If a game is cancelled and the home team offers up 3 possible dates to reschedule the game, the visiting team will need to decide on one of these games or face forfeiting the missed game.
17. There will only be 3 former rep players who have played rep in the last two years allowed to play on one team together. Teams who play a game with more than 3 former rep players will forfeit the game.

OVER-AGE PLAYERS (Constitution: Article 8 - TEAMS AND AGES):

A Midget team is allowed to have 2 over-age players, as long as these over-age players have played with the same centre for several seasons. Over-age players are not allowed to pitch or catch.

NOTE: These four players must be approved by the Centre's Executive and must be identified to the opposing coach or manager before game time.

The league encourages that all scheduled games to be played. A point system will be in place. A team will be awarded 1 point for a loss, 2 points for a tie, and 3 points for a win. Total points will determine your ranking in the tournament.

Coaches are responsible to notify the opposing team for a game cancellation within a reasonable amount of time. If coach fails to do so, charges to the centre may be incurred.

UPM 45 BLUE FLAME PITCHING MACHINE SETUP

The following guide is for set up of the UPM 45 Blue Flame pitching machine for all divisions. While a hardball is shown in the images the setup is the same for Soft Balls as well. Minor adjustments should **ONLY** be necessary to the micro adjustment screw where the ball sits as indicated below:

Ball Seam Placement:



Stitching should be oriented as pictured above to ensure proper release of the ball with a consistent flight path. The ball guides should be secured in place and even with each other to avoid any deviation.

Micro Adjustment Screw:



This is the only item that may require adjustment to fine tune ball delivery. Screw clockwise to lower pitch, Screw counterclockwise to raise pitch

Setting Chart:

Division	Screw Setting
Mites Baseball	$\frac{3}{4}$ " From Screw Block
Mites Softball	$\frac{3}{4}$ " From Screw Block
Mosquito Baseball	$\frac{3}{4}$ " From Screw Block

Micro Adjustment Block Setting:



Setting Chart:

Division	Block Setting
Mites Baseball	Position 4
Mites Softball	Position 3
Mosquito Baseball	Position 3

Release Arm Block Setting:



****Pull speed should be consistent for every pitch to ensure proper release. A steady straight back pull will ensure the ball flies true.***

Setting Chart:

Division	Block Setting
Mites Baseball	Position 3
Mites Softball	Position 3
Mosquito Baseball	Position 4

Power Pedal Setting:



****Power pedal should be pushed down fully for every pitch to ensure consistency. Do not attempt to alter pitch by adjusting pedal position.***

Setting Chart:

Division	Block Setting
Mites Baseball	Position 1
Mites Softball	Position 2
Mosquito Baseball	Position 6-7 depending on spring tension

VBBA Recommendations:

A “U” bracket should be secured at the back of the unit once set to ensure straight pitches.

Designated machines for each division will reduce wear.