



2026

Markham District Baseball Association

Markham Rouge Girls Baseball

House League

15U/18U PLAYOFF GUIDE

11.0 PLAYOFFS/CHAMPIONSHIP WEEKEND - SPECIAL RULES

These rules are specific only to the House League Playoffs (Championship Weekend). These rules adjust or otherwise replace the existing Playing Rules for all age divisions in games played during the Playoffs.	
Format	A division championship will be decided by a single elimination tournament-style bracket.
Tournament bracket	The bracket seedings/matchups will be selected randomly from all teams in the division.
Home team	A coin toss will be used to determine the home team for each round robin and championship game. The team who finished as the higher seed in the regular season will have the option to call the result of the coin flip. The winner of the coin flip will determine the choice of being the home or away team.
Game length	For championship weekend only, maximum number of innings are as follows (depending on division): 14U/15U/18U: 6 innings As well, no new inning shall be started after the following amount of playing time 14U/15U/18U: 120 minutes – all playoff games including finals
Extra innings game procedure	Should a game be tied after the maximum number of innings or at the NNI time, the following procedures will be implemented during extra innings (as adopted from Baseball Canada Championships rules): Each team will begin the extra inning (and any subsequent necessary extra innings) with a player on first and second, no outs. (see example below to confirm who is on first and second). The batting order of the extra inning or any subsequent innings will be determined by how the previous inning ended. (see example below to confirm who is at bat). The traditional system of the visiting team hitting in the top of the inning and the home team hitting in the bottom of the inning will remain in effect until a winner is determined. <u>Example:</u> If the last regulation inning ends with the #6 hitter having the last plate appearance (PA), then the extra inning begins with the #7 hitter at bat, and the #5 hitter at second base and the #6 hitter at first base. Except for beginning the inning with runners on first and second base with no one out, all other “Official Baseball Rules” and MDBA Rules will remain in effect during extra innings required to determine a winner, including mercy rules.

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Minimum number of players	7 players minimum – game is forfeited if a team cannot field the required number of players by 15 minutes after the scheduled start time. If a team, because of a player(s) being ejected or injured, can no longer field the minimum number of defensive players, the game will be halted by the umpire and the non-defaulting team will be declared the 7–0 winner. If both teams cannot field the minimum number of players, then both teams are considered to have lost. No team will advance from this branch in the playoff bracket into the next round leaving the space empty. The next round team which should have faced the winner of this game is given a BYE. No call-ups or cross-team replacements are eligible for playoffs.
Late arriving players	A player who leaves the game, injured or otherwise – is eligible to return provided they have not missed an at bat. If they are unable to make an appearance at bat then they will be removed from the game entirely. Note that the Defensive Sits rule remains in effect for these players. If the player is unable to play in the field for 2 consecutive innings, then for them to re-enter the game they must play in the field before 3 consecutive innings is reached. The coach can decide at this point whether to permanently remove them from play or receive the penalty for Defensive Sits.
Leaving the Game	A player who leaves the game, injured or otherwise – is eligible to return provided they have not missed an at bat. If they are unable to make an appearance at bat then they will be removed from the game entirely. Note that the Defensive Sits rule remains in effect for these players. If the player is unable to play in the field for 2 consecutive innings, then for them to re-enter the game they must play in the field before 3 consecutive innings is reached. The coach can decide at this point whether to permanently remove them from play or receive the penalty for Defensive Sits.
ARM CARE – APPEARANCES	In playoffs if the games are spread over different WEEKS, then no changes to the rules are required. If there are TWO or more GAMES in 7 consecutive days period, we have extra rules to allow TWO GAME appearances instead of ONE.

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For playoffs we will have a google doc to record pitchers in all teams.

There are three ARM CARE RULES for 15/18U team playoffs:

1. **A player can only record 9 consecutive outs during the game.**
2. **A player can only face a maximum number of 12* consecutive batters during the game**
3. **A player can pitch TWO games per calendar week but only ONE game per day.**
4. **The overall limits for all games will be reduced to ensure no one will be in violation if pitching two games. Even if only one game ends up being played all teams will follow new playoff limits.**

Example 1—The 15U/18U Yellow team plays on Tuesday. Player #2 pitches maximum 12 batters. Player #8 pitches 8 batters.

The team plays their next game on Thursday. Now both Player #2 and Player #8 are eligible to pitch again. Player #6 did not play on Tuesday but is only eligible to pitch 12* consecutive batters since this is the new limit for playoffs despite having only played one game.

AGE	Playoff Limits	
	RULE 1: CONSECUTIVE OUTS	RULE 2: CONSECUTIVE MAX BATTERS
14U – 15U	9	12*
16U – 18U		

PENALTY: Immediate forfeiture of the game upon an offending pitcher recording a pitch to a live batter. The league will determine action if violation is found after the game has completed.

** changed for 2026 (was 10 in 2025)*

ARM CARE RULES – CONSECUTIVE OUTS and MAX BATTERS

The penalty for these four rules in the playoff's changes.

PENALTY: Immediate forfeiture of the game upon an offending pitcher recording a pitch to a live batter. The league will determine action if violation is found after the game has completed.

POST GAME ARM CARE recording

On the official score sheet, we need to have a list of each player who has pitched in the game. Beyond that it has to be clear how many batters the pitcher has faced as well as the number of outs.

	It is up to the AWAY team to verify with HOME team the numbers as the game progresses. It is not up to the umpires to keep track of pitchers counts (either outs or batters faced). If a violation has been found then inform the umpire and they can enforce the arm care violation. If there is discrepancy it must be resolved during the game. The league will determine action if violation is found after the game has completed. CONFLICT form can be filled out and league contacted. Pictures of both scoresheets at that time must be copied into the form. The League will do it's best to resolve the problem and reserve right to make the final decision.
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3.0 CODE OF CONDUCT and COMMON RULES

Foundational Rules	All games (exhibition, regular season, championship weekend) will be played using the "Official Rules of Baseball", with specific MDBA rule exceptions as noted in this document. When a difference arises between the MLB "Official Rules of Baseball" and the MDBA rule, then the MDBA rule shall apply. Rulebooks are not allowed on the playing field. PENALTY: Immediate ejection without warning.
Ejections	Any coach or player ejected from the game must leave the playing area immediately. Should the ejected person continue to voice opinions or attempt in any way by any method to give advice to the team, the game will be forfeited, and the umpire will award the game to the opposing team. PENALTY: Subject to disciplinary action by the Executive beyond the ejection.
Conduct	Any coach, player or spectator using profane or inappropriate language, threatening behavior, unnecessary roughness or deliberately throwing equipment will be ejected from the game and asked to leave the diamond area. The league has codes of conduct for parents, players, and coaches. Umpires follow OBA code of conduct rules. Any violations should be reported using our incident report.
Umpire Communication	Zero Tolerance: No players or coaches may challenge an umpire's judgment. Only clarification or interpretations of a rule may be requested. Examples of Judgement calls: • Decision on a pitch thrown <i>[also note that arguing balls and strikes is an immediate ejection as per Baseball rules]</i> • Decision on Balk or early leaving of base by runner (depending on division). • Decision on fair or foul. • Decision on tag or no tag. • Decision on batter/runner reaching base before ball.

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	Sportsmanship dictates that all team members refrain from verbal or other abuse of athletes, coaches, umpires and spectators. Our umpires are an important part of our league. Please speak out if you see an incident. Do not confront an umpire if you are angry – ask someone else to talk with them instead. PENALTY: Immediate ejection without warning. Continued violation of this rule by any player or coach is subject to disciplinary action by the Association.
Green Armband Umpires	Following successful introduction of this program in the 2024 season, MDBA will continue with the Green Armband program for all level 1 umpires (most of which remain minors during the season). This armband indicates that these umpires are new officials who are learning the game, just as the players are. It is critical to the continued success of future games that these umpires have the opportunity to continue umpiring. The longer they umpire, the more experienced they will become, which will lead to more enjoyable games for everyone involved. Remember most of these level 1 umpires are minors and are part of the Markham Baseball family, please be courteous and respectful to them. WARNING: Being ejected by a Green Armband umpire could result in additional disciplinary action by the Association.
On field coaches	All players and coaches must remain in the bench area except for the two coaches in the coach's box (1st and 3rd base side), the player in the on-deck circle, and any runners on base. Exceptions: - U7 / U9 play where coach is required to operate the pitching machine. - U7 play where additional coach is allowed in outfield to help with positioning players.
Banned substances	Any use of the following products is not allowed by any player, coach or spectator: • Alcohol products (beer, wine, liquor, etc.) • Tobacco products (cigarettes, cigars, chewing tobacco, etc.) • Vaping products (e-cigarettes, e-liquids, etc.) • Marijuana products (cigarettes, vapes, extracts, edibles, etc.) PENALTY: Immediate ejection without warning.
Late arriving players	During the regular season, any late player is still eligible to enter the game and will be placed at the bottom of the batting order even if they missed the hitting rotation. During playoffs, any late player can join provided they have not missed their first turn in the batting order.

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Batting out of order	If a batter is batting out of order during their at-bat, the correct batter will be placed at the plate and will assume the existing count. If the illegal batter completes his/her turn, official rules apply.
Pinch runners	Pinch runners are permitted for injured players. The pinch runner will be the player who was last out. If there have been no outs in the game, then the last player listed on the game sheet will be used.
Courtesy runner for catchers	Courtesy runners for the catcher with 2 outs are allowed. The catcher should be replaced by the last player who has been called out during this inning.
Mercy rule	Each division has mercy rules in place to denote the completion of any House League game, including playoff games. Note that any game reaching completion due to mercy rules will take precedence over any game complete due to time limits.
Fair Rotation – Defensive Sits Rule	No player on the bench will sit out a second defensive inning in a game before all other members of the team have sat out one (1) inning. No player will sit out a third defensive inning before all other members of the team have sat out two (2) innings. This rotation will continue until the completion of the game. PENALTY: Should a coach be found violating this rule during a game the opposing team will have runs added to their score and the coach will be ejected. Four (4) runs for 10-11U and under teams, and five (5) runs for 12-13U or older teams. Please report to the league. Continued violation of this rule by any coach is subject to disciplinary action by the Association.
Fair Rotation - Infield Rule	Each player is to be posted to an infield position at least once during the first 3 innings. PENALTY: No penalty. However, players must immediately take an infield position for the next 3 OUTS. Please report violation to the league. Continued violation of this rule by any coach is subject to disciplinary action by the Association. The spirit of this rule is to encourage coaches to develop all players equally. For instance playing a subset of players in key positions may win the game in short term but does not develop all players and does not follow the core value of our league.
Returning from injury	Any player leaving the field due to an injury must remain out of the game for the remainder of the half inning, before re-entering the game in a defensive position. A player unable to take their turn at bat, after having been removed from the field due to an injury, shall be removed from the line-up and further play in the game (this is not an out nor is it considered batting out of turn). A batter or runner may not have a pinch runner unless injured during her turn as a batter or runner.

9.0 PLAYING RULES FOR 15U/18U

Code of Conduct and Common Rules	The contents of Section 3.0 Code of Conduct apply to this division. Some rules may be adjusted by the rules below.
Field dimensions	• Pitching rubber and mound: 60 feet 6 inches from back of home plate • 90-foot basepaths

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Equipment	Standard bases Standard home plate
Pitching Restrictions (ARM Care Rules)	SEE SECTION 11.0
Pitcher Warm-Up Safety	MDBA follows OBA rules for warming up pitchers. Any person catching a warm-up pitcher, including a player, coach, or family member, must wear a protective facemask when squatting or otherwise acting as a catcher. This is required for safety. Umpires will issue one warning for non-compliance and may eject anyone who continues to disregard the rule.
Hit by pitch	There is no penalty for hitting batters. However, if the umpire deems that the pitch was intentional, they can impose the standard penalty: immediate ejection from the game.
Defensive alignment/Fielders	Regular baseball positioning applies – a maximum of 9 fielders may be used in this division. Each team shall have a catcher, a first baseman, a second baseman, a third baseman, a shortstop, three outfielders and a pitcher. Outfielders must start outside of the infield at the start of the pitch. All players must be in fair territory. PENALTY: Play should not begin unless all players are in valid fielding positions. The umpire will direct player(s) to move into an allowed position.
Approved bats	Only wood, bamboo or wood composite baseball bats are allowed. Wood composite bats include wood bats with fiberglass sheathing and wood barreled bats with composite handles. Wood composite bats do not include any bat that has any metallic component. There are no drop weight restrictions in house league. PENALTY: Ejection if using metal (or otherwise illegal) bat during an at-bat.
Baserunning	Leadoffs are permitted in this division.
Stealing	No restrictions on stealing.
Walks	Standard baseball rules apply. On ball four, the batter is awarded first base.
Dropped third strike	A batter may attempt to reach first base on a dropped third strike.
Balks	Balks will be called in this division, after one warning per pitcher.
Overthrows	No restrictions on overthrows.
Infield fly rule	Infield fly rule applies to this division.
Mound visits	Coaches are allowed one (1) trip to the mound per pitcher per inning without having to remove the pitcher. The same player cannot be visited more than three (3) times in total for the game. The Umpire can limit the time of the visit if deemed to deliberately delaying the game. On the third trip for that pitcher, or the second trip to the mound within the same inning, the pitcher must be removed from the pitching position.
Fair Rotation – Defensive Sits Exception for pitchers	If the current active pitcher is required to sit due to the “Fair Rotation – Defensive Sit Rule” the coach will alert the opposing coach that he is using his pitcher’s exemption. Once the pitcher has reached MAX OUT or MAX BATTER limit the pitcher will immediately sit if required to do so.

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	PENALTY: If the pitcher reached MAX OUT or MAX BATTER and is supposed to sit at this point but does not then you are violating the “Fair Rotation – Defensive Sit Rule” and the penalty is five (5) runs for the other team and immediate coach ejection.
Minimum number of players	SEE SECTION 11.0
Maximum number of runs per inning	5
Mercy rule	11 runs after 4 innings; 6 runs after 5 innings
Game length	SEE SECTION 11.0