



2026

Markham District Baseball Association

Markham Rouge Girls Baseball

7U PLAYOFF GUIDE

** Includes updates*

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, 7U games have a maximum of 5 innings. No new inning shall be started after 90 minutes for round robin and semi-final games, or 105 minutes for the final.
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

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	effect during extra innings required to determine a winner, including mercy rules.
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	During playoffs, any late player can join provided they have not missed their first turn in the batting order.
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	Not applicable to 7U
ARM CARE RULES – CONSECUTIVE OUTS and MAX BATTERS	Not applicable to 7U
POST GAME ARM CARE recording	Not applicable to 7U

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: 1. Decision on a pitch thrown <i>[also note that arguing balls and strikes is an immediate ejection as per Baseball rules]</i> 2. Decision on Balk or early leaving of base by runner (depending on division). 3. Decision on fair or foul. 4. Decision on tag or no tag. 5. 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: 1. U7 / U9 play where coach is required to operate the pitching machine. 2. 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: 1. Alcohol products (beer, wine, liquor, etc.) 2. Tobacco products (cigarettes, cigars, chewing tobacco, etc.) 3. Vaping products (e-cigarettes, e-liquids, etc.) 4. Marijuana products (cigarettes, vapes, extracts, edibles, etc.)

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	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.
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 10-7U and under teams, and five (5) runs for 12-7U 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.

7.0 Playing Rules for 7U

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	• 8-foot diameter safety circle (drawn in chalk) • Chalk lines will be drawn from the release point to 4 ft. beyond the circle • 44 feet from back of home plate to centre of safety circle • 65-foot basepaths
Equipment	Manual Louisville pitching machine, set to a maximum speed of 40 mph, using the following settings: • Micro adjust: 3 • Release block: 4 • Power lever: 8 (up to July 1); 9 (after July 1) The manual pitching machine will be placed inside the circle, directly in front of home plate, with its release point at 44 ft. from home plate. Height can be adjusted at any time. A safety base is to be used at 1st base. The fluorescent orange side of the base should be placed on the foul side of the 1st base line. The white side should be placed on the fair side of the 1st base line as usual. The batter-runner should run and step on the orange side of the base (to avoid collisions) and the first baseman should only touch the white portion of the base (to avoid collisions).
On field coaches	Players must remain in the bench area except for the player in the on-deck circle, and any runners on base.

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	One coach is required to operate the pitching machine. One offensive coach is allowed in the coach's box on each of the 1st and 3rd base lines. Defensive coaches are not allowed on the field.
Coach operating pitching machine	The pitching coach must always wear a protective helmet on the field. First offense: warning. Second offense: removal from field to dugout area. Third offense: ejection.
Safety circle	If a player enters the safety circle OR if a batted ball hits the manual pitching machine OR the coach operating the pitching machine, the ball is declared dead, and the batter is awarded 1st base with the corresponding move of any base runners that may be forced to move.
Defensive alignment/Fielders	Each team shall have a catcher, a first baseman, a second baseman, a third baseman, a shortstop and 2 pitchers (1 on each side of the pitching machine wearing face protection). Other players play in the outfield and must be at least 15 feet behind the base paths at the start of the pitch. Note – the catcher does not need to use catcher's mitt at this age group. We want players to begin to understand the position safely so make sure they have full equipment on when playing this position.
Pitching Restrictions (ARM Care Rules)	Not applicable to 7U
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.
Batting	Maximum of five (5) hittable pitches as called by the umpire. There are no passed balls or wild pitches. Batters cannot walk or bunt. Hittable pitch: ball crosses the plate below the batter's head and does not hit the ground before crossing the plate. Strike: a hittable pitch or any pitch the batter swings at.

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	Non-Hittable pitch: Umpire will declare no pitch if batter does not swing at a pitch and the umpire deems it to be not a Hittable pitch. This pitch does not count against the maximum pitches for the batter and allows the at bat to continue. Starting with the fifth pitch (and any subsequent pitches), the plate appearance results in an out if no contact is made on a swing or there is no swing and the umpire deems it a hittable pitch. Foul balls (when bat hits the ball, and the ball was not put in fair territory) allow the at bat to continue. Prior to July 1: Pitching machine will be set at lower power lever (5). Starting July 1: Pitching machine will be set at higher power lever (6). Prior to August 1: If a batter does not hit a fair ball within the four (4) hittable pitches, a hitting tee will be provided for the fifth (5th) swing. The hitter may continue the at bat with a ball on the tee until it is put in play in fair territory. Starting August 1: The hitting tee is no longer available for the fifth hittable pitch. The batter must hit a fair ball on the fourth hittable pitch delivered from the pitching machine.
Approved bats	Both aluminum and wood bats are allowed. There are no drop weight restrictions in house league. PENALTY: Warning and player must change to approved bat type before play continues.
Approved bats	Both aluminum and wood bats are allowed. There are no drop weight restrictions in house league. PENALTY: Warning and player must change to approved bat type before play continues.
Baserunning	Baserunners cannot leave the base until the batter hits the ball. If an infraction occurs, the umpire is to call “time” immediately, the ball is declared “dead” and not counted as a pitch even if it is put into play or swung at and missed. All runners return to their original bases. First offense: offending runner is given a warning. Second offense: offending runner is out.
Stealing	Not permitted at this age group.

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Infield fly rule	Does not apply to this age group.
Dropped third strike	Does not apply to this age group.
Balks	Does not apply to this age group.
Overthrows	Baserunners will not be allowed to advance to the next available base when the ball is overthrown at any base. A play is considered dead once the ball has crossed either foul line on a throwing error, has been brought onto the infield by an outfielder (player must call time), or has been dropped by a fielding player in an attempt to tag out/force out a base runner. Time is to be called by the umpire. When time is called, the umpire may instruct player(s) to return to the appropriate base. Example: R1 running to 2nd and the ball is dropped by 2nd baseman, runner may not advance to 3rd, play is now dead. Example: R1 on 2B, ball hit to infielder who throws past 1B into foul territory. R1 may only advance to 3B on the play. Example: R1 on 1B, ball hit to outfield. R1 passes 2B on the way to 3B. Batter/runner tries for 2B, and throw comes into the bag. Defensive player tags runner but ball comes out of glove. Time is called. Umpire deems R1 was not sufficiently close to Home at time of tag so must remain at 3B.
Fair rotation	Each player is to be posted to an infield position at least once during the first 3 innings.
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.
Maximum number of runs per inning	4
Mercy rule	5 runs up after 4 innings;

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	Game is stopped if the difference in score is 5 runs or more after 4 innings. E.g. If Home team is already up 5 in bottom of 4 th inning then game will end.
Game length	- NNI (No new inning) - after 1 hr 30 mins of playing time (1 hr 45 mins during championship game) - No Drop Dead – must have a winner. After NNI use extra inning rules - 5 innings max unless tied