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## **2019 Mosquito Spring League Rules**

As per attached BC Minor Baseball rules it's up to each association to set rules for the Spring Season that might be different then the BC Minor Rulebook. Below are the most common of the Spring Season Rules that we as South Okanagan Minor Baseball have adopted to go with. Rules different than or added over and above BC Minor Rules are shown in **Blue**. For any rules not mentioned here, the attached 2016 BC Minor Baseball Rulebook will be the definitive document.

### **Rule 18 - Administration Of Games**

#### **18.01 - Length Of Game**

- **5 Inning Games (Not 6)** - Due to players of all levels playing ball, and players still learning to pitch some innings can take quite long. We have therefore chosen to shorten the mosquito games to 5 innings.
- **If there is another game scheduled right after a time limit will be in effect. No new inning shall be started after 1:30 hrs of play**

#### **18.02 - Extra Innings**

- **If out of time or darkness approaches a Tied Game remains Tied, No extra innings.**
- **If there is no time limit or time left after 5 innings teams can play a 6th inning to try to break the tie.**

### **Rule 20 - Equipment**

#### **20.01 - Athletic support/cup**

- It is recommended that League officials make every effort to ensure that all players wear an athletic support with cup. It is **mandatory** that catchers wear an athletic support with cup in all divisions.

#### **20.02 - Helmets**

- Batters, on deck batters, base runners, players used as base coaches or bat boys in all age categories shall wear double ear flap helmets which give protection to the temple, ears, base of skull and top of head.
- Skull caps and wraparound head gear are not to be used by any player as so defined.
- Chinstraps must be worn at T-Ball, Tadpole, Mosquito, and Pee Wee divisions.

#### **20.03 - Catchers equipment**



- It is mandatory that full catchers' helmets or skull caps shall be worn by all catchers, in addition to a normal chest protector, shin guards, face mask - with throat protector - and athletic supporter with cup.
- Catchers in all age categories must wear a protective helmet and mask while catching in practice and warm-up situations such as bullpen or between innings.
- Coaches must wear at least a mask in all practice and warm up situations. Associations not enforcing this rule will be subject to a fine as determined by BCMBA.

#### **20.04 - Bats**

- Mosquito Max Length = 32", Max Barrel Width = 2 5/8"

#### **20.07 - Footwear**

- Metal cleats are not permitted in T-Ball, Tadpole, Mosquito, and Pee Wee.

#### **20.08 - Gloves**

- It is recommended that all players wear fingered fielders gloves.
- It is mandatory at the Mosquito division and higher that catchers wear a standard catcher's mitt.

### **Rule 23 - Pitching Rules**

#### **23.01 - Number of Pitches and Required Rest**

- **1 to 25 Pitches** = No Rest (e.g.Throw 25 Pitches or less on Tue, can pitch again on Wed, or can pitch again a 2nd game in same day. If Pitching a 2nd game that day the total for pitch count for both games will determine rest required)
- **26 to 40 Pitches** = 2 Nights Rest (e.g.Throw 40 Pitches or less on Tue, can't pitch again until Thu)
- **41 to 55 Pitches** = 3 Nights Rest (e.g.Throw 55 Pitches or less on Tue, can't pitch again until Fri)
- **56 to 65 Pitches** = 4 Nights Rest (e.g.Throw 65 Pitches or less on Tue, can't pitch again until Sat)
- **66 to 75 Pitches** = 5 Nights Rest (e.g.Throw 75 Pitches or less on Tue, can't pitch again until Sun)
- **75 Pitches** = Max in a Day, and will require 5 Nights Rest.

#### **23.03 - Pitching on consecutive days**

- Pitchers may pitch three consecutive days in U11 (Mosquito) provided that the total pitches for the first 2 days does NOT exceed 25 Pitches
- **SOMBA Additions: These rules were added to encourage the development of 1st Year pitchers**
  - **1st Year being defined as a player with DOB 2009**
  - **2nd Year being defined as a player with DOB 2008.**
  - **The first two innings of each game must be pitched by a 1st Year player.**



- If a team does not have any 1st Year Pitchers available due to pitch-count constraints or just no eligible players they may pitch a developing 2nd year player with a comparable pitching skill level to a 1st Year player. Coaches should disclose this to opposing team coach and umpire prior to the pitcher going in to pitch.
- Any player (all years) may pitch in innings three to five.
- Coaches are strongly encouraged to play a 1st Year player at the catcher position in the first two innings of every game as well but this is not mandatory.
- All teams shall maintain an accurate record of all their pitchers and respective pitch counts that should be available to be viewed upon request at any time.

## **Rule 24 - General Playing Rules**

### **24.01 - Slide or Avoid**

- If a play is being made, or is about to be made, it is MANDATORY for players of all age groups to slide or make an effort to avoid a collision at all bases and home plate. Failure to do either will result in an automatic 'out'.

### **24.03 - Head First Slides**

- No head first slides to a base or home plate are allowed in Mosquito. All offending players will be automatically called out. (Diving head first back to a base already legally acquired will be allowed.)

### **24.05 - Helmet Removal**

- Any base runner who removes (i.e. throws helmet off) their helmet while running the base paths, is subject to put out.

### **24.06 - Infield Fly**

- The Infield Fly Rule applies in all divisions.

### **24.07 - Minimum Players**

- BC Minor Rule states: A team failing to field at least nine uniformed players within fifteen minutes of the scheduled starting time of the game shall forfeit the game. **Contrary to BC Minor Rules, we decided to allow games to proceed, even if a team has 8 players. They can play with an automatic out. If a team has only 7 players or borrows a player from the other team, the game is forfeited. We can still attempt to play the game for all the other player's sake, but it will be forfeited as far as the score and standing goes.**

### **24.08 - Run Limits**

- **First 2 Innings: 3 outs or maximum of 2 runs allowed, have to be "Hit" home or "Forced" home by walk.** We added this rule in combination with the "First Year" Pitcher in the first 2 innings. This rule limits the max runs to 2, and prevents "stealing home"



during the first 2 innings on passed balls or overthrows, that are often plenty due to first year players pitching.

- Innings 3 & 4: 3 outs or maximum of 4 runs allowed, stealing home allowed
- 5th (Last) Inning: "Open Inning" must get 3 outs or go through entire batting line-up once, no maximum runs, stealing home allowed.
- The "Open Inning" shall only go through the "Batting Order" once. When the lead-off batter of that inning is up to bat a 2nd time that same inning, the inning shall be declared over regardless if there are less than 3 outs. If a team at the start of their at bat is behind by more runs than they have players in the lineup, the game shall be declared over as they will not be able to make up the runs. It's up to the opposing team to decide if they are willing to provide pitching so the other team can at least practice their batting.

#### **24.09 - Lead-Offs**

- Leadoffs are not permitted at the mosquito division. If there is a lead off as described the ball is dead and a no pitch shall be called and the runner(s) will be declared out.
- When the pitcher is in contact with the pitching rubber, with the ball in their possession, preparatory to the act of pitching, all base runners shall return to their bases and cannot leave until the pitched ball crossed the plate.
- After a pitching, if the catcher has possession of the ball in fair territory, any runner between third and home who stops advancing must return to third base. If a runner does not return to third base and the catcher does not make a play or does not throw the ball back to his pitcher the umpire may call time. If the catcher chooses to make a play on a runner returning to third base the ball is alive and in play. The runner may advance.

#### **24.10 - Dropped 3rd Strike**

- Dropped third strike rule does not apply. The batter is out on the third strike whether the ball is caught or not (no running to first). However, the ball is still live and on base runners may attempt to advance.

#### **SOMBA Additions – Additional Safety Rules**

- The player on deck must be in the circle behind the batter. E.g. A player on deck behind a left handed hitter must be in the circle on the first base side. A player on deck behind a right handed batter must be in the circle on the third base side.
- The on deck player moving to the circle opposite of his/her dugout must cross BEHIND the catcher.
- A player who throws his bat after a hit will receive one warning and be called out or ejected after the second offence at the umpire's discretion. (Coaches must not tolerate the throwing of equipment out of frustration or anger. After one warning, players should be benched for an inning if it happens again.) There could be an immediate ejection with no warning in significant situations where safety of someone was threatened (throwing near an on deck batter, for instance).



- A Pitcher that hits 2 Batters in one Inning, or 3 Batters in a Game shall be removed from the mound. This is to prevent additional fear and/or stress of being hit in younger developing players.

### **Rule 25 - Playing Field Dimensions**

**Bases 60'**

**Pitchers Rubber 46'**

**Batter's Box 3'x6**

### **Rule 26 - Minimum Play Rules**

#### **26.01 - Mosquito Spring – Associations set their own rules**

- All players in attendance at league games must play at least three complete innings of a five inning game. No player shall sit out more than one inning consecutively and a maximum of two innings per game. (The exception will be for reasons of injury, discipline, or late arrival, at which time coaches will inform the umpire and opposing coach of the situation) In the case of an extra inning game, this rule will apply separately to each set of six innings in succession.
- All players must play at least one inning in the outfield. (based on a five inning game)
- Coaches are encouraged, as much as possible, to give equal playing time to their players and to give players the opportunity to try different positions.
- Players will be allowed to play a single position for a maximum of three innings per game. For the purposes of this rule the outfield positions shall be considered to be a single position.

### **Rule 27 - Line-up & Substitutions**

#### **27.01 - Mosquito Spring – Associations set their own rules**

- All players will bat in the order they are placed on the line-up sheet, whether they are on the playing field or the bench in any given inning.
- Should a player arrive late to a game his name may be added to the bottom of the batting order.
- In the event of an injury the following shall apply:
  - to a runner - the last out will be allowed to replace the injured player
  - to a batter - the last out will be allowed to complete the turn at bat (assumes count)
  - to a fielder - any replacement from the bench
  - Once an injured player misses part of or his entire turn at bat he may not return to the game.
  - If a player must leave the park, is injured, or is ejected by the umpire he is simply skipped in the batting order. He is not an automatic out.
  - Defensive changes may be made at any time.



## **South Okanagan Minor Baseball Association**

Providing a positive baseball experience to the youth of the South Okanagan

- During spring play a team may choose to play a 10th player (4th outfielder = Rover) in the defensive line-up. This will get more kids involved in the play, and less kids sitting.