

NDBA 11U Mosquito 'A' Rules Spring 2017

Overview

Game rules follow those in the Rule book of the BC Minor Baseball Association (BCMBA) and the special rules of North Delta Baseball Association (NDBA) as laid out in this booklet. The rules in this document shall supersede those of the BCMBA per prior agreement by NDBA.

Field Decorum

1. Coaches are responsible for the behavior of their team players, fans, parents and guardians during games.
2. Coaches are to ensure that there is no abuse of the equipment.
3. The actions of players, managers, coaches, umpires and League officials must be above reproach.
4. Managers and coaches must display leadership and sportsmanlike conduct at all times.
5. The use of tobacco products, including smokeless tobacco, illegal substances and alcoholic beverages in any form, is prohibited on the playing field, benches, dugouts, or any area within the boundaries of the park by players, managers, coaches, umpires or any official. PENALTY: Automatic ejection from the game.
6. Parents, fans, players, managers, and coaches while participating in scheduled games or practices are not permitted to:
 - 6.1 Use profanity or gestures which may be considered profane.
 - 6.2 Deliberately harass or direct any discourteous remarks at the officials, players or any member of the opposing team.
7. Parents, fans, players, managers or coaches engaging or persisting in conduct or actions unfavorable to the spirit, principles and objectives of good sportsmanship are subject to immediate ejection from the game at the discretion of the umpire.

Field Preparation and Upkeep

1. The home team is responsible for the following:
 - 1.1 Rake infield, base paths and mound, pulling dirt away from the lips
 - 1.2 Line the field
 - 1.3 Set out bases
 - 1.4 Clean out your dugout
 - 1.5 Clean out opposing dugout if not done or cleaned well enough
 - 1.6 Put away the bases
 - 1.7 Put away rakes and equipment
 - 1.8 Ensure storage box is locked & lights are turned off.

These duties also required after practices.

Equipment

1. Medical forms are to be completed by the parents and/or guardians and handed back to the coach who must have them available at all games and practices.
2. All players must wear a personal protective athletic cup - jock for male players or jill for female players.
3. Batters, on-deck batters, base runners, players used as base coaches or bat boys shall wear double ear flap helmets which gives protection to the temple, ears, base of skull and top of head and MUST have a chin strap properly attached.
4. It is mandatory that full catchers' helmets or skull caps shall be worn, in addition to a chest protector, shin guards, face mask with throat protector and athletic supporter with cup while catching in practice and warm-up situations such as bullpen or between innings.
5. Coaches must wear at least a mask in all practice and warm up situations. Teams not enforcing this rule will be subject to a fine as determined by BCMBA. Failure to comply when warned by the umpire may result in immediate ejection from the game as per BC Minor rule 15.11.
6. Running shoes or molded rubber cleats are acceptable foot wear. Metal cleats are not permitted in this division.
7. Coaches or managers occupying a coach's box must be identified by, at least, a team cap in regular season play.

Starting and Ending a Game

1. The Home team occupies the dugout behind third base.
2. The Home team will supply two new game balls.
3. Each coach must give a copy of his roster to the umpire and the opposing coach prior to the start of the game.
4. Both teams should have a team parent or volunteer keeping score.
5. A team may start the game with eight (8) players. A team with fewer than eight players at the official start time will forfeit the win. Teams are encouraged to play an exhibition game by sharing players.
6. Games consist of six innings. (In the event of weather or darkness, four innings will constitute a complete game)
7. Any inning starting after 1hr 45 min from the first pitch of the game shall be declared the open inning. No further innings will be played after the open inning is complete.
8. Games will have a final time limit of 2 hours, 30 minutes. Any game not completed in this time will be ended and the score will revert to the last completed inning.
9. The mercy rule is in effect. Teams leading by 10 runs after 5 innings will be declared the winner.
 - 9.1. If the HOME team goes up by 10 runs or more in the bottom of the 5th (or 5th and 6th in the case of a 7 inning games), the game is immediately over. If the home team is ahead by 10 or more runs after the completion of the top of the 5th inning, the game is over.
 - 9.2. If the VISITING team is ahead by 10 or more runs at the COMPLETION of the 5th (or 5th and 6th in the case of a 7 inning games), the game is over. The home team has an opportunity to come back and will complete their at-bat if losing.
 - 9.3. It is NOT an option for a home team who is LEADING to continue or take their at-bat to run up the score.

10. Rain outs are called by the home team manager or coach either at the park or prior to the team's arrival times by contacting the opposing coach or manager. Players are to arrive at the park for the warm up start time unless otherwise notified. The home team coach or manager will decide if the game will be played or postponed however after the lineup sheets have been handed over to the plate umpire, the umpire has the sole decision if a game should be postponed due to weather.
 - 10.1. Heavy Rains: The fields may be closed by the city or association due to heavy rains. The Home coach will contact the Visiting coach to advise if a game has been cancelled. The Home team coach must contact the Umpire Allocator and advise of the canceled game not less than one (1) hour before game time.
 - 10.2. Home team is to re-schedule game as soon as possible, taking both team's schedules in to account. If visiting team can't play that date, Home team must offer an alternative date. If visiting team refuses second date, game will be scored as a default.
 - 10.3. It is the responsibility of the home team coach to cancel and reschedule umpires if a game is rescheduled or cancelled.
 - 10.4. NCBA Field Closures – Field closures are posted on the top front page of newtonbaseball.com. If it states, 'Current Field Status: CLOSED, the association or city has closed the field and games are not permitted.

Player Positions

1. All players must play at least one inning in the outfield. (based on a six inning game)
2. 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.
3. 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.
4. Players will be allowed to play a single position (including pitcher) 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. In addition, a single pitch thrown by a pitcher constitutes an inning.

The Batter

1. All players listed on the roster take their turn at bat.
2. 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.
3. The on-deck player moving to the circle opposite of his/her dugout must cross BEHIND the catcher.
4. A batter shall be called out when he/she fails to bat in his/her proper turn and another batter completes a time at bat in his/her place. The proper batter may take his/her place in the batter's box at any time before the improper batter becomes a runner or is put out and any balls and strikes shall be counted in the proper batter's time at bat. When the proper batter is called out because he has failed to bat in turn, the next batter shall be the batter whose name follows that of the proper batter. If an improper batter bats and reaches base or is out and no appeal is made before a pitch to the next batter, or before any play or attempted play, that improper batter is considered to have batted in proper turn and establishes the order that is to follow.
5. 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).

6. Bunting is allowed in this division.
7. The batter is out on the third strike whether the ball is caught or not. The ball is live and runners may attempt to advance. Dropped third strike rule does not apply.
8. A coach is limited to one timeout per inning to speak to a batter. E.g. Once a player leaves the on-deck circle and heads to the batter's box, a coach calling time to talk with the batter will be charged with a time out in that inning.

The Runner

1. Runners are permitted to steal bases but cannot leave their base before a pitched ball has crossed home plate.
2. Runners may not steal home in the first two innings for the first month of the season. The only way a player can score in the first two innings is if forced in by a walk or the continuation of a play beginning with a hit ball. STARTING THE FIRST MONDAY IN MAY, PLAYERS MAY STEAL HOME IN ANY INNING.
3. Runners not stealing must return immediately to their base when the pitcher is on the round portion of the mound with possession of the ball. Runners cannot steal while the pitcher is on the rubber and in the pitching position with the ball in his possession. The runner may steal if the pitcher drops the ball or the ball is overthrown by the catcher or if the catcher or pitcher attempts or throws to another base.
4. A runner who reaches first base by means of a base-on-balls may not advance to second base until the first pitch to the next batter.
5. A runner who interferes with a fielder attempting to make a play will be called out.
6. Slide or Avoid. If a play is being made, or is about to be made, it is MANDATORY for players 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. The ball is dead and no runner may advance beyond the base that was last legally acquired. An umpire will have the option of ejection if the incident warrants such a measure. A defensive player is not allowed to block a base without possession of the ball.
7. Head first slides to a base or home plate are not allowed. All offending players will be automatically called out. Diving head first back to a base already legally acquired will be allowed.
8. Leadoffs are not permitted. If there is a lead off as described the ball is dead and "no pitch" shall be called and the runner(s) will be declared out.
 - 8.1. 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.
 - 8.2. Note: When a runner is making a legitimate attempt to advance to the next base the pitcher cannot return to the mound and stand in a position preparatory to pitching for the purpose of having the runner return to their previous base. The intent of this rule is to eliminate the game of "chicken" played by base runners at this level.
 - 8.3. After a pitch, 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.

Pitching Rules: NDBA Mosquito Division

The pitching rules are governed by a pitch count using the guidelines outlined in the pitching section of the BC Minor Rule Book, with certain amendments specifically for NDBA. All of Rule 23 (Pitching Rules) of the BC Minor Baseball Association shall apply in its entirety. Rest Rule Violation will result in a forfeit of the game to the opposing team. If a pitcher is about to exceed his/her maximum pitch count for the day the opposing manager and/or official scorekeeper and/or tournament director must inform the pitcher's manager before the violation occurs. If a violation is discovered after it occurs the pitcher is simply removed from the mound and no further penalty will be invoked.

NDBA Mosquito Division Pitching Amendments:

The pitching rules of the BCMBA shall be amended for play in North Delta as follows:

1. The first two innings of each game must be pitched by a first year player, defined as a player who did not play in the Mosquito Division in a previous year, and who is eligible to play one more year in the Mosquito Division. Any player may pitch in innings three to six. (Coaches are strongly encouraged to play a first year player at the catcher position in the first two innings of every game)
2. Pitchers must be warmed up by coaches or players only.
3. A pitcher who hits two players in the same inning will no longer be allowed to pitch for the remainder of that game.
4. A pitcher removed from the mound for any reason may not return to pitch in that game.
5. The pitcher may pitch from the "set position" without coming to a full stop before delivery. "Balk Balls" will not be called against the pitcher.
6. One trip to the mound by Coaches per inning – per pitcher. This is to keep the game moving. The Pitcher is removed on the second trip to the mound by Coaches. A pitcher withdrawn from the mound, but who stays in the game at another position shall not be permitted to return to the mound as a pitcher in the same game.
7. Coaches are required to have in their possession at each game a 2015 BCMBA Pitch Count form showing pitchers used in games at a minimum for the previous 7 days and be prepared to show these to the opposing coach upon request. Scorekeepers should note the opposing teams pitch counts in the score book for review by division coordinators as required. The pitch counts of each game should be reviewed with both teams and each team should sign the opposing team's pitch count sheet indicating agreement with the counts.

General Rules of NDBA

1. The first two innings of every Mosquito game will be limited to a maximum run count of two runs per team per inning.
2. There will be a maximum four run limit after the first two innings have been completed.
3. The infield fly rule does not apply.
4. A ball overthrown at any base is live and runners may advance at their own risk unless an opposing player, Coach or equipment interferes with the ball. If the ball leaves the playing field, the ball will be called dead and the runners will automatically advance to the next base.
5. The ball is considered to be in play so long as it remains inside the fenced area of the ball field and runners may continue to advance as far as they want.
6. No more than three (3) players shall "huddle" on the playing field at one time. Umpires should discourage such "huddling" when it tends to delay the game.

7. A team is allowed a maximum of two coaches and one manager in a game. However, only two coaches are allowed on the field.
8. During game play the defensive coaches are not allowed the playing field.
9. Expected game time will be according to the provided schedule. The official start time will be noted as the first pitch of the game. A game is not cancelled without a mutual agreement between the coaches. Players are not to assume a game is cancelled because of rain unless they are officially notified. When a game is cancelled the home team coach must notify the umpires and/or umpire coordinator.
10. During a game coaches, parents or fans cannot position themselves on the outside of the backstop behind the umpire in order to coach the team or 'watch'. One warning will be given and if the situation persists the umpire may suspend the game permanently and leave the field.
11. Uniform shirts are to be properly tucked in before players are allowed play.
12. Players must wear regulation NDBA regular season hats when playing a defensive position (catcher excepted).
13. All players are to remain in the dugout or on the benches at all times when their team is at bat except the batter and on-deck batter. Any defensive player not currently playing must remain in the dugout at all times. Exception: Pitcher, Catcher and spotter warming up in the bullpen.
14. Tadpole players will be allowed to play if a team is short of players. BCMBA rule limits this to five games plus one tournament per player and has stiff penalties for violations. Tadpole players must wear their regular Tadpole team uniform when playing Mosquito games. Teams are encouraged to call up Tadpole players to top up their rosters to 10 players. Tadpole players cannot play in a Mosquito game if it conflicts with their Tadpole game. Coaches are requested to inform the Tadpole player's coach when asking a Tadpole player to play in a Mosquito game, as well as the Tadpole and Mosquito Coordinators. Tadpole players are not allowed to pitch in the Mosquito division.
15. Second year Mosquito players (who are eligible to play Pee Wee in the following Spring season) will be allowed to play up in the Peewee Division. BCMBA rule limits this to three games plus one tournament per player and has stiff penalties for violations. Mosquito Players must wear their regular Mosquito team uniform when playing Peewee games. Mosquito players cannot play in a Peewee game if it conflicts with their Mosquito game. Peewee coaches are requested to inform the Mosquito player's coach when asking a Mosquito player to play in a Peewee game as well as both the Mosquito and Pee Wee Coordinators. Mosquito players are not allowed to pitch in the Peewee division.

Bodily Fluids (Blood)

1. Any player during a game who is bleeding or who has an open wound shall be removed from the field of play by the umpires. The player may return to the game only after the bleeding has stopped and the affected or open wound has been completely and securely covered to the satisfaction of the umpires.
2. Should the same player start bleeding again or the affected area shows signs of bleeding, the umpires may remove the player for the duration of the game.
3. Should any blood be on the players' uniform, it must be washed out completely to the satisfaction of the umpire prior to the player returning to the game.
4. The coach can substitute a bleeding player. The substitute player is only a courtesy player until the original player returns.
5. If a pitcher, while pitching, suffers an injury referred to in item one above, the umpire will call a courtesy time for no longer than fifteen (15) minutes. If the pitcher cannot return in this time a pitching change must be made.
6. Should a team only have eight players available at the time of an injury referred to in item one above a courtesy time will be called for no longer than fifteen (15) minutes. If the affected player is unable to return after this time then the game will be forfeited.