



## Jeff Francis Tournament 11U Mosquito

Date: Victoria Day May Long-Weekend

Location: Annieville Park, 9150 112 Street, North Delta

Format: 8 teams, 2 pools of 4. Each team is guaranteed a minimum of 3 games.

### **General:**

- Rules are applied in priority order (highest to lowest): (1) JFT rules (2) BC Minor Baseball Association Rules.
- Teams must be comprised of players aged 10 years or younger as of January 1<sup>st</sup> 2025.
- All teams must be regular season teams. No MSET or tiered teams.
- Team roster must not exceed 14 players.
- A maximum of 2 players may be called up from the 9U division. Call-ups are ineligible to pitch and must wear their regular team uniform.
- Proof of age may be requested.
- Team rosters must be submitted to the tournament director by the Monday prior to the tournament start date. The roster must include any call ups.
- The home team will occupy the 3<sup>rd</sup> base dugout.
- The home team will be responsible for the official scorekeeping and pitch counting. The scorekeeper will use the tournament scorebook. The tournament scorebook and pitch count sheets will be available at the concession. It is suggested that both teams keep score and pitch counts however the tournament's scorebook will be considered official.
- Each team will pick a MVP from the opposing team.

Ties in the standings shall be broken using the rules as follows:

1. Head to head record (tied teams).
2. Total runs against divided by defensive innings played (all 3 round robin games).
3. Total runs for divided by offensive innings played (all 3 round robin games).
4. Run differential (plus/minus)

### **Tournament Rules:**

- A team must field at least 8 players no later than 15 minutes after the scheduled game time or forfeit the game.
- No player may sit out more than one inning consecutively. The exception will be for reasons of injury. The umpire and opposing coach must be made aware of the exception.
- A complete game is 6 innings. A rained-out game is complete after 4 innings (3½ if the home team is leading).
- Scorekeeper should note the time of the first pitch.
- Round robin games: Any inning starting after 1 hr 45 min from the first pitch shall be declared the open inning. Otherwise, the 6th inning is considered the open inning. No further innings will be played after the open inning is complete.
- Semi-Final and Final games: Any inning starting after 2 hrs from the first pitch shall be declared the open inning. Otherwise, the 6th inning is considered the open inning. No further innings will be played after the open inning is complete, unless there is a tie.
- A maximum of 2 runs per inning, for the first two innings with a maximum of 4 runs per inning thereafter. The last inning is an open inning.
- A first year player must pitch the first 2 innings. A first year player is a player who is eligible to play one more year in the 11U Division.
- In the unlikely event a team has no available first year pitchers, their opponent will be granted the max run limit for that inning.
- Base runners may steal home in any inning.
- No limits on the number of defensive innings a player can play at a position.
- Lead offs are not permitted until the ball crosses the plate.
- All players on the roster will bat and the batting order remains the same throughout the game.
- The 10 run mercy rule will apply after 5 complete innings or 4½ innings if the home team is in the lead.
- Slide or avoid rule is in effect. See BCMBA rule 26.01.

### **Pick up Rules:**

- Players from the 11U North Delta Blue Jays are available to be picked up.
- The list of available pick-ups will be managed/assigned by the 11U div rep. The idea being to give all pick-ups an equal opportunity to play.
- Pick-ups can pitch in the round robin games.
- Pick-ups cannot pitch in the playoffs/finals.

- All calls made by an umpire are final. No protests. **Please Review the BCMBA rules 13.6/13.7 on umpire interaction.**

## Communication Process and Procedures between Coaches, Players and Umpires During Gameplay

### 13.6 Communication at 13U and Younger Age Groups

Before, during or after a game coaches or players may not approach an Umpire for any reason except that they may:

- Attend the plate meeting.
- Request the Umpire to call "Time."
- Raise a safety concern.
- Approach the Umpire to make a substitution on defense or offence.
- Request the plate Umpire to ask their partner for help on a half swing when the plate Umpire calls the pitch a ball, but not when the pitch is called a strike. The plate Umpire will consult with the other Umpire for a determination which will be final.
- Approach the Umpire to protest a game based on an interpretation of the Rule of Baseball on terms as set out in this Rulebook. (No protests are allowed at 11U and younger divisions.)
- Shake the Umpires hands post game.
- Thank the Umpires and or offer words of encouragement.

### 13.7 At 13U and Younger Age Groups Coaches or Players at any time may NOT:

- Argue any Umpire's decision which involves judgment, such as, but not limited to, whether a batted ball is fair or foul, whether a pitch is a strike or a ball, or whether a runner is safe or out.
- No player, manager, coach, or substitute shall object to any judgment decisions.
- Players leaving their position in the field or on base, or managers or coaches leaving the bench or coaches box, *to argue on BALLS AND STRIKES will not be permitted.* The Umpire shall immediately eject any manager, coach, player, or team representative that continues to approach an Umpire after their decision has been made.
- Harass or verbally abuse any official on the field of play before, during or after any game. Contravention will result will be the person being ejected from the game subject to further possible discipline by BCMBA.
- If the manager comes out to argue with first or third base Umpire on a half swing they may be ejected as they are now arguing over a called ball or strike.

**Pitching Rules:**

- The JFT follows the BCMBA rules on pitching. **Please review the BCMBA pitching rules, 24.xx. Pitch count violations may lead to coaching suspensions and a game forfeit.**

## Rule 24: Pitching Rules

### 24.01 Number of Pitches and Required Rest

Division	Spring Season	Single or Summer Season
10U & 11U	1-25 Pitches = No Rest 26-40 Pitches = 2 Night Rest 41-55 Pitches = 3 Nights Rest 56-65 Pitches = 4 Nights Rest 66-75 Pitches = 5 Nights Rest	Same as spring numbers.
13U	1-35 pitches = no rest 36-55 pitches = 2 nights rest 56-75 pitches = 3 nights rest	1-45 pitches = no rest 46-70 pitches = 2 nights rest 71-85 pitches = 3 nights rest
15U	1-35 pitches = no rest 36-65 pitches = 2 nights rest 66-85 pitches = 3 nights rest	1-45 pitches = no rest 46-75 pitches = 2 nights rest 76-95 pitches = 3 nights rest
18U	1-45 pitches = no rest 46-65 pitches = 2 nights rest 66-100 pitches = 3 nights rest	1-50 pitches = no rest 51-75 pitches = 2 nights rest 76-115 pitches = 3 nights rest (105 for 18U AA)

Note #1: Pitches thrown in warm-up, bullpen, or ruled no pitch by the umpire because time was called prior to the pitch or thrown when ruled no pitch due to a balk do not count towards pitch count.

Note #2: Pitch count is recorded after each game. A pitcher who requires rest after the first game of the day cannot pitch in the second game. Example: A 15U AAA pitcher who throws 50 pitches in game one is ineligible to pitch in game two.

Note #3: "If a pitcher has two appearances in the same day his/her total pitch count for the day is combined for the purpose of rest." For a pitcher to be eligible in the second game, they must pitch less than the minimum number before rest is required. Example #1: A 15U AAA pitcher throws 46 pitches in game one – the pitcher would not be eligible to pitch in game two. Example #2: A 15U AAA pitcher who throws 30 pitches in game one and 40 pitches in game two has thrown 70 pitches for the day and requires 2 nights rest.

Note #4: "The following is a definition of a night's rest. Example: Pitcher requires three nights rest after throwing a 1PM game on a Sunday. Pitcher rests Sunday night, Monday night, and Tuesday night and can pitch when they wake up on Wednesday morning.

Note #5 The total number of pitches thrown by an ambidextrous pitcher are counted for the purpose of calculating pitch count, regardless of which arm or combination there-of is throwing.

## 24.02 Exceeding Limits to Finish Batter

A pitcher is permitted to exceed the maximum limit (for a day) to complete pitching to a batter.

Note #1: Example #1: Pitcher starts a hitter at 43 pitches. At the end of the hitter the pitcher has thrown 47 pitches, and the pitcher is removed. The pitcher's pitch count is recorded as 47 and they require two nights rest. Example 2: Pitcher starts a hitter at 93 pitches. At the end of the hitter the pitcher has thrown 97 pitches. The pitcher must be removed, and his pitch count is recorded as 95.

## 24.03 Pitching on Consecutive Days

Pitchers are not permitted to pitch on four (4) consecutive days. A player can only pitch on a third (3rd) consecutive day if ALL the following conditions are met.

- A. Games are during Spring Tournaments, Summer, Single Seasons or Provincials
- B. Their total pitch count on the 2 previous days does not exceed Spring "no rest" limit during Spring and does not exceed the Single Season or Summer Season "no rest" limit for their Division as defined under Rule 24.01.

Example: A 13U pitcher may only pitch on a 3rd day if their combined total for days 1 and 2 does not exceed 35 pitches.

## Umpires

- Directive – Umpires will have a large 'liberal' strike zone with the mindset 'interpretation' that the pitch is a strike until it's a ball, not a ball until it's a strike.