

**VERNON AND DISTRICT MINOR BASEBALL
MOSQUITO RULES
2011**

1. Definitions:

(a) "BC Minor Rules" means the rules from time to time adopted by BC Minor Baseball; and

(b) "VDMB Mosquito Rules" means these rules.

- 2.** All BC Minor Rules and VDMB Mosquito Rules are in effect. If there is a conflict between BC Minor Rules and VDMB Mosquito Rules, VDMB Mosquito Rules supersede BC Minor Rules.
- 3.** The uniforms and hats that are supplied by the league must be worn by players to all games. All shirts are to be tucked in. All players must wear athletic supporters. All base runners, the batter and the on-deck batter must wear batting helmets with chinstraps. Players must wear running shoes or molded rubber cleats.
- 4.** No gum nor sunflower seeds are permitted anywhere on the fields, including in the dugouts. Each team must cleanup their dugout after the game.
- 5.** The Home Team must prepare the diamond before the game. After each game, the Home Team must rake the infield, home plate and the pitching mound, and make sure all equipment used during the game is returned to the locked-up.
- 6.** The Home Team occupies the dugout adjacent to the third base line.
- 7.** Before a game, each head coach must give a copy of his batting line-up to the opposing team and the home plate umpire.
- 8.** After each game, the head coach of each team must send the final score to the division coordinator via e-mail. Each coach must record the exact scores as runs for and against.
- 9.** Coaches are responsible for the behaviour of their players and parents during games and to make sure that there is no abuse of the umpires, players and equipment.
- 10.** Games must start within five minutes of the scheduled start time.

- 11.** Games postponed due to poor weather will be rescheduled by the division coordinator, if there is time available in the schedule.
- 12.** Games shall be six innings of pitched baseball, unless terminated early due to one of the conditions set out at rule #14 below. Four complete innings with no less than eight players on the field for each team will constitute a legal game.
- 13.** A team's turn at bat will consist of three outs or when the run limit has been met for the inning. The run limit for:
 - (a) the 1st and 2nd innings is two;
 - (b) the 3rd, 4th and 5th innings is four; andThe 6th inning will be an "open inning". An open inning means teams may score an unlimited number of runs in its last turn at bat with the caveat that each batter can only hit once—you can only run through the batting order once.
- 14.** A game will be terminated early (before the sixth inning) in the following cases:
 - (a) the umpire determines in his sole discretion that it is necessary to call the game due to darkness or poor field or weather conditions; and
 - (b) if the sixth inning would commence more than 2½ hours after the start of the game (no inning can start more than 2½ hours after the start of a game).
- 15.** If a game is a tie at the end of 6 innings, it will remain a tie.
- 16.** There is no mercy rule.
- 17.** All players will be included in the batting order. Players will be listed in the order they are to bat. Players arriving late will be added to the end of the batting order.
- 18.** No more than nine players are allowed on the field per inning. Except that ten players are permitted on the field provided that four of those players play in the outfield.
- 19.** All players must sit one inning before a player can sit a second inning and no player can sit more than two innings per game; except for disciplinary reason.
- 20.** The coach must inform the umpire and the coach of the opposing team of any disciplinary actions or if a player must leave the game early for any reason.

21. The first two innings of each game must be pitched solely by a first-year player or a combination of more than one first-year players.

22. Pitching

- the number of pitches per pitcher and rest required is as follows are as set out in BC Minor Rules
- pitches thrown in warm-up, the bullpen or ruled no pitch by the umpire because do not count towards pitch count
- a pitcher who requires rest after the first game of the day cannot pitch in the second game of the day
- the following is an example of “a nights rest”: if a pitcher requires three nights rest after throwing a 1:00 PM game on a Sunday; the pitcher must rest Sunday night, Monday night and Tuesday night—and is able to pitch again on Wednesday morning;
- a week begins at 12:01AM on Monday morning and ends at 11:59PM on Sunday night
- a pitcher is permitted to exceed the maximum limit for a day to complete pitching to a batter
- pitchers may not pitch on three consecutive days
- if a game is suspended the pitchers rest would be determined based on the number of pitches thrown to that point and recorded for that day; if a pitcher is ineligible to pitch at the beginning of a game that is suspended after the first pitch, the pitcher remains ineligible to pitch in that game when it is completed at a later date
- a pitcher may not pitch twice in the same game
- If a pitcher is about to exceed his/her maximum pitch count for the day the opposing coach or official scorekeeper must inform the pitchers coach 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.
- If a pitcher pitches without proper rest the game will be forfeited to the opposing team.
- coaches are responsible for tracking the pitch count of their pitchers; they may assign this duty, however, it is ultimately the coaches responsibility to ensure pitch count is followed
- each team is responsible for maintaining a log of pitches thrown by their pitchers on an official BC Minor Baseball pitch count form
- a team may request to view the opposition’s pitch count log prior to a game
- a coach failing to maintain an accurate log may be reported to BC Minor and may face supplemental discipline including the forfeiture of games
- under no circumstances will umpires be expected to track or enforce pitch count

- if a pitcher hits two players in an inning or hits three players in one game, the pitcher will be removed from the mound unless the umpire determines that the batter could have avoided being hit through a reasonable effort
- each team is permitted one coach trip to the mound per inning per pitcher
- the pitcher must be removed on the second coach trip to the mound
- 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

23. 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 will be deemed dead and no runner may advance beyond the base that was last legally acquired

24. Base stealing is permitted, including stealing from third base to home.

25. Leadoffs are not allowed. The ball must cross home plate before any base runner(s) can leave the base(s). When a base runner leaves the base before the pitch crosses home plate and:

(a) the batter DOES NOT HIT THE BALL, the Umpire shall call "Leadoff" and the base runner must return to the base—the base runner is not out;

(b) the batter HITS THE BALL in play, the base runner is called out, the ball is called dead and no pitch is called.

26. Bunting is permitted

27. A batter cannot run on a third strike dropped by the catcher

28. If there is catcher interference, no pitch is to be called and a warning is to be issued to the catcher. If interference occurs a second time, the batter will be awarded 1st base (per batter).

29. The Umpire will call interference on a defensive player if the bag or plate is not partly exposed. The runner will be awarded the base.

30. Calling a player out for throwing the bat will be at the Umpire's discretion. If the batter is called out no base runner will advance.

31. If a player has started the game and must leave before it is over, he/she will be deleted from the line-up and no outs will occur. If a player is injured during the game and cannot continue, he/she will be deleted from the line-up and no outs will occur.

Rule 23: Pitching Rules

23.01 Number of Pitches and Required Rest

Division	Spring Season	Single or Summer Season
Mosquito	1-30 pitches = no rest 31-50 pitches = 2 nights rest 51-70 pitches = 3 nights rest 70 pitch max for a day 90 pitch max for the week *(see note #6)	Same as spring numbers.
Pee Wee A	1-45 pitches = no rest 46-65 pitches = 2 nights rest 66-85 pitches = 3 nights rest	1-55 pitches = no rest 56-80 pitches = 2 nights rest 81-95 pitches = 3 nights rest
Pee Wee AA & AAA	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
Bantam	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
Midget	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 (105 for Midget AA) pitches = 3 nights rest

Note #1: There are no maximum total pitch counts for a week (except in Mosquito) or tournament.

Note #2: 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 #3: 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 Bantam AAA pitcher who throws 50 pitches in game one is ineligible to pitch in game two.

Note #4: "If a pitcher has two appearances in the same day his total pitch count for the day is combined for the purpose of rest. Example 1: A Bantam 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 #5: "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, Tuesday night and can pitch when he wakes up on Wednesday morning.

Note #6: A (Mosquito) week begins at 12:01AM on Monday morning and ends at 11:59PM on Sunday night.

23.02 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 he requires 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.

23.03 Pitching on consecutive days

Pitchers may not pitch on three consecutive days.

In the Midget division a pitcher may pitch on three consecutive days providing he has not thrown more than 45 pitches combined over the previous two days. Pitchers are not permitted to pitch on four consecutive days.

23.04 Pitching and Catching on the same day

Rule deleted AGM 2009.

23.05 Suspended Games

If a game is suspended the pitchers rest would be determined based on the number of pitches thrown to that point and recorded for that day. If a pitcher is ineligible to pitch at the beginning of a game, that is suspended after the first pitch, the pitcher remains ineligible to pitch in that game when it is completed at a later date.

23.06 Pitcher Removed

A pitcher may not pitch twice in the same game. A pitcher who is removed for a pinch hitter or pinch runner during an offensive inning is considered to have been removed from the game as a pitcher for the purpose of this rule.

23.07 Rules Always in Effect

BCMBA pitching rules are always in effect for all BCMBA teams at all times regardless of whether or not the event is sanctioned by the BCMBA. BCMBA pitching rules will not be in effect for any team participating in a Western or National Championship where the team will be required to follow only the regulations of that governing body.

23.08 Penalty for Violations

(A) Maximum Pitch Count Violation

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.

(B) Rest Rule Violation

If a pitcher pitches without proper rest as defined in Rule 23.01 the game will be forfeited to the opposing team. Such a violation may be protested by the opposing team up to 48 hours after the game upon the discovery of the violation. At a Provincial Championship, the violation must be protested at the time it occurs.

23.09 Enforcement and Tracking

- (A) Managers will be responsible for tracking the pitch count of their pitchers and may assign this duty to their scorekeeper, assistant coach, etc., however it is ultimately the manager's responsibility to ensure pitch count is followed.
- (B) Each team is responsible for maintaining a log of pitches thrown by their pitchers on the form provided by BC Minor. A team may request to view their opposition's pitch count log prior to a game. A manager failing to maintain an accurate log may be reported to BC Minor and may face supplemental discipline including the forfeiture of games.
- (C) Under no circumstances will umpires be expected to track or enforce pitch count.
- (D) Deleted and replaced with 23.10 – AGM 2010

23.10 Tracking at Provincial Championships

- (A) In Provincial Championships the Host Committee shall appoint an adult who is responsible for tracking pitch count.
- (B) The Official Pitch Count Tracker must inform a manager if he is about to use an ineligible pitcher under Rule 22.05.
- (C) The Official Pitch Count Tracker shall either display a running total of each pitcher's pitch count (flip chart) and/or make a public announcement of the pitch count at the end of each inning. A coach may request the current pitch count during an inning if it does not unreasonably delay the game.
- (D) Prior to each game both Managers shall meet with the Official Pitch Count Tracker to determine which pitchers are ineligible to pitch in the game and which pitchers have pitching restrictions (ie. They may be pitched earlier in the day and can throw less than the daily maximum).

- (E) The Host Committee should maintain one “Official Copy” of the pitch count logs that should be signed by each Manager after the game. The Host Committee is encouraged to display and maintain a second copy of the pitch count logs for public view where the tournament results are posted.

Note: Associations are encouraged to adopt this procedure for local tournaments.

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'. 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.

24.02 Force Play Slide Rule

The force-play-slide rule is to ensure the safety of all players by preventing base runners from sliding wide of the base, most often in double play situations, to take out the pivot man who is in a vulnerable position and open to injury. This rule pertains to a force-play situation at any base or home plate, regardless of the number of outs. It does not apply to tag plays. Whether or not the defense could have completed the double play or makes an attempt to complete another play has no bearing on the applicability of this rule.

On any force play, the runner must slide directly into the base (except as described in the exception below). “Directly into a base” means the runner’s entire body (feet, legs, trunk and arms) must stay in a straight line between the bases.

It is permissible for the sliding base runner’s momentum to carry him through the base on the baseline extended (see diagram), provided the slide begins before the base. The runner may not slide to either side of the base and reach in and touch the base with his hand or foot as would be legal at the professional level.

When a runner does not slide directly into the base, the umpire shall rule interference when:

- (i) Any contact occurs between the runner and fielder outside of the straight line between bases or
- (ii) The fielder is forced to avoid contact (by jumping the runner or other means) outside of the straight line between bases

Contact with the fielder is permitted only on a direct slide into the base.

Exception: A runner may slide or run away from a base only if the runner slides or runs in a direction away from the fielder in order to avoid making contact with or altering the play of the fielder. Interference shall not be called.