

Saskatoon Knights of Columbus Mosquito Baseball

Rules Governing League Play for the Jr. Mosquito Division - 2009

Game time and Place:

1. All scheduled games and practices are at Kilburn or in Martensville or Dalmeny.
2. All diamonds at Kilburn are scheduled for 2 games per night. For the first four weeks start times are 5:15pm and 6:45pm. For the rest of the season start times are 5:30pm and 7:00pm. For the early games no new innings will start more than 1 hour after the scheduled start time of the game and all players and equipment must be off the field and out of the dugouts at least 15 minutes before the start time for the later game. For late games the same rules apply unless the coaches of both teams agree to extend the game.

All rules from the Baseball Canada “Rules of Baseball” rulebook apply with the exception of the following:

The Game:

1. Games shall consist of as many innings as can be played in 1 hour and 15 minutes. No new inning may be started after one hour.
2. An inning is completed when there are three outs or upon scoring the 6th run.
3. All pitching will be done by a pitching machine. One coach or parent of the team batting is to operate the pitching machine. To ensure fair play for all batters, **ONCE THE SPEED OF THE PITCHING MACHINE HAS BEEN SET IT SHOULD NOT BE CHANGED!**

Game Rules:

1. No stealing bases - no bunting - no walks.
2. Runners may **NOT** advance on a passed ball.
3. The infield fly rule does not apply.
4. Runners may tag up on a fly and will advance at their own risk.
5. All safety equipment must be worn, including full catcher’s equipment and double ear-flap helmets with chin straps securely fastened for batter, all runners, on deck batter and pitcher (player beside pitching machine).
6. Shoes with metal or plastic cleats or spikes are prohibited. Shoes with rubber studs or cleats are permitted.
7. When a batted ball hits the pitching machine, ball bucket or Coach the ball will be declared dead and the batter awarded a single.
8. Outs on base are as in a regulation baseball game. Players deemed out must return to their bench.
9. An overthrow at 1st base is when the ball hits the fence or goes past the fence / out of bounds line. The ball is out of play, declared dead and the runner advances to 2nd base. Runners on other bases **DO NOT ADVANCE** unless forced by the advancing batter-runner. An overthrow to 3rd base allows runners to advance home.
10. A missed catch at any base occurs when the fielder does not catch the ball, but the ball remains in bounds. Runners may advance at their own risk. Players are encouraged to throw these advancing runners out.
11. Once a ball hit into the outfield is thrown back into the infield runners cannot advance beyond the base they were approaching. The ball is live and a play should be made at a base. Once the runner reaches the base, the play is dead. **FOR THIS PURPOSE THE INFIELD MEANS ANY PART OF THE DIRT SURFACE.**
12. In all cases when there is a play at home plate the runner **MUST** slide.

Batting Rules:

1. Batters must hit fair with 6 decent, pitched balls (in the strike zone). The **Coach** (not the umpire) operating the pitching machine is to call a “**NO PITCH**” if the machine fails to deliver the ball within the strike zone. Play is dead once a “no pitch” is called. If the batter swings at a ‘no pitch’ and hits the ball it doesn’t count.
2. Strikes will be called by the home plate umpire. You cannot go out on a called 3rd strike (unless it is the 6th hittable pitch).
3. If the batter swings and misses on the 3rd strike he/she is out even if it is not the 6th pitch.
4. If a batter fails to hit a fair ball with one of the 6 pitched balls he/she will be declared out and will return to the bench. If the 6th pitch is a foul or tip ball (and not caught by the defensive team) the batter will be allowed one more hittable pitch. If that one is fouled or tipped, the batter is “out.” If the 6th pitch or any other third strike is tipped foul and caught before touching the ground the batter is out.

Team Responsibilities:

1. Coaches for all teams playing the late games are responsible for putting away the bases and pitching machine. Sometimes after an early game a Mosquito team may play the late game, if that is the case, the pitching machine must be put away.
2. Home team supplies the plate umpire, score sheet and scorekeeper.
3. Visiting team supplies the base umpire.

Remember this is developmental baseball played without trained umpires. The outcome of the game is not the most important factor in any game. Teaching your players the fundamental skills and good sportsmanship far outweighs the outcome. This should be fun for everyone at the ball diamonds from organizers to players to coaches to parents to fans. Let's keep that in mind at all times.