

Saskatoon Knights of Columbus Mosquito Baseball
Rules Governing League Play for the Rookie Division - 2009

1. Game Time and Place:

1. Scheduled games and practices will take place at Kistikan Park, Kilburn Park and Dalmeny.
2. Games are to be played in 1 hour and 15 minutes **maximum**.
3. We will play double headers at Kistikan Park in addition to some early games at Kilburn and single games in Dalmeny. Double header game times for the first four weeks will have start times of 5:15pm and 6:45pm. For the rest of the season start times will be 5:30pm and 7:00pm. 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. No new innings can begin more than 1 hour after start time of your game. To accommodate the large number of teams we have been experiencing in Rookie League our schedule runs Monday to Thursday throughout the season.
4. Teams shall consist of 6 – 8 players only in order that games may progress at a pace which can hold the interest of the young players. We are not interested in having players standing around for extended lengths of time waiting.

2. Game Rules:

- games shall consist of as many innings that can be played in 1 hour.
- an inning is completed when the entire line up has batted, regardless of the number of outs
- no called strikes, no walks, no stealing bases
- no strike outs, every batter runs the bases. However, a runner can be put out on a fielding play.
- coaches are allowed and encouraged to be on the field with their teams.
- All pitching will be done by a pitching machine. One coach or parent of the team batting is to operate the pitching machine. Utilize only the manual, spring loaded pitching machines for Rookie ball.
- every batter gets 6 decent pitches (or until the ball is hit fair). If a pitch is not decent the **coach** operating the pitching machine declares “NO PITCH” . There are no strikes, strike outs, walks or bunting. If the sixth pitch is fouled, the batter gets another pitch. The players runs to first base following the sixth pitch even if the ball is not hit. When the ball is hit the defense tries to make an out and the batter tries to advance as far as possible just as played in normal baseball, except:
 - where the fielding team makes an out the batter or runner is declared out (this does not happen often). They may continue to run the bases.
 - the batter gets to run the bases even if they do not hit fair in 6 hittable pitches.
 - the game is played without fielders
 - runners do not advance on a wild pitch or passed ball.
 - the infield fly rule does not apply
 - runners may tag up on a fly ball and advance at their own risk
- 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 . Runners on other bases **DO NOT ADVANCE** unless forced by the advancing batter-runner.
- when a batted ball hits the pitching machine, ball bucket or coach the ball will be declared dead and the batter awarded a single.
- if the ball is hit into the outfield the runners can't advance past the base they were heading to when the ball is returned back into the infield. **FOR THIS PUPOSE THE INFIELD MEANS ANY PART OF THE DIRT AREA.**

3. General Rules:

- all safety equipment must be worn, including full catcher's equipment. Batters, base runners, on deck batter and pitcher (player beside coach at pitching machine) must wear double ear flap helmets with chin straps securely fastened.
- in all cases when there is a play at home plate the runner **MUST** slide.
- teams supply their own umpires when batting and look after their own batting line up. There is no scorekeeper.

4. Team Responsibilities:

Coaches are to work co-operatively in setting up and putting away bases and pitching machine. All coaches should have keys for lock boxes containing equipment and portable washrooms at diamonds where provided. Please remember to take your keys and lock the boxes once all equipment has been returned to the lock box. In the event of double headers the first teams shall set up the diamond and the last set of teams shall put everything away and lock the lock box and portable washroom.