

SASKATOON KNIGHTS OF COLUMBUS MOSQUITO BASEBALL

Rules for League Play – 2010

Except as amended by the following, the rules of the Knights of Columbus Mosquito Baseball League are those in the Baseball Canada Rule Book (latest edition) and the SBA Handbook (latest edition is available at www.saskbaseball.ca). In League play the rules outlined below take priority over the SBA Handbook which, in turn, takes priority over those in the Baseball Canada Rule Book.

Please note these League rules do not apply to SBA Provincial Qualifier or Championship tournaments.

DEADLINES

1. League fees are payable upon receipt of invoice from the Minor Division Administrator.
2. SBA membership lists must be returned to zone coordinators on or before May 9th, 2010.*
3. SBA Provincial rosters and a cheque for the SBA Provincial Registration fee (\$150) must be returned to the zone coordinators on or before June 1, 2010.*
4. Tournament fees must be paid in full no later than 7 days prior to house league (tournaments involving Saskatoon teams only) tournament dates. Fees are non-refundable after draws are completed.

* These two deadlines apply only to Zone 6 teams. Teams from other zones playing in this league should deal with SBA directly.

NOTE: Any team whose SBA membership list has not been received by the Minor Division Administrator before May 15, 2010 will be suspended from league play until the membership list is received.

GAME START TIMES

Kilburn

May: Start times are 6:45pm when following Rookie or Junior Mosquito games scheduled on the same diamonds.

June: Start times are 7:00 pm when following Rookie or Junior Mosquito games scheduled on the same diamonds.

Sifton, A.H Browne & St Andrews

May and June start times are 6:15 pm.

TEAM LINEUPS

1. All teams (A, AA and AAA Categories) will play "everybody bats" with unlimited substitution and player re-entry throughout the season. **Each player must play a minimum of two defensive innings in the first four innings of a game.**
2. A team failing to field a minimum of 8 players within 15 minutes of the scheduled start time for the game shall forfeit the game. A practice game, using the assigned umpire should be played instead. Teams should share players in the practice game as necessary to have balanced numbers.

GAME RULES

1. In each game:
 - (a) The HOME team will occupy the third base bench; the VISITING team will occupy the first base bench.
 - (b) The HOME team shall prepare the fields as necessary including lining the base lines and batters box before each game as well as watering down the shale diamonds at Kilburn Fields when necessary.
 - (c) The HOME team shall supply the game balls (3 balls in good condition).
 - (d) The VISITING team shall provide the base umpire, except for AAA games where two umpires will be provided.

- (e) No equipment may be left or stored on the playing field at any time. Equipment must be kept in or behind the players' benches.
- (f) Each team is responsible for cleaning up its bench area and the spectator area nearby.
- (g) For games played at Kilburn Park the HOME team is responsible for returning the bases to the storage room after the game.
- (h) For games played at Sifton Park, St Andrews and A.H Brown fields the HOME team is responsible for placing the bases and lining the field prior to the game. The HOME team shall return the bases and other equipment such as rakes and lining equipment to the storage boxes following the game. All storage boxes must be locked with the locks provided following each game.
- (i) For games played at Sifton Park the HOME team on Sifton #1 and Sifton #3 is responsible for removing the lock from the portable toilet prior to the game and replacing the locks on the toilet upon completion of the game.
- (j) Games will be cancelled or stopped when the temperature falls below 5 degrees C or when lightning is judged to be within 3 miles of the park. i.e. when the time between a lightning flash and the sound of thunder is 3 seconds or less. A game stopped because of lightning may be resumed once the storm has passed if the field remains playable.
- (k) A courtesy runner for the catcher shall be used for all League games and League tournaments. Any time the catcher for the upcoming inning is on base or reaches base with 2 outs, a substitute runner shall take their place on base so they may get ready to take warm up pitches as soon as the inning ends. The substitute runner shall be the 2nd player to be put out in the inning. The intent of this rule is to ensure innings begin as quickly as possible after the third out to allow teams to play as many innings as possible within their time allotment.

SCOREKEEPER

1. The HOME team shall provide the scorekeeper and a scorebook.
2. The number and full name of each player must be recorded in the scorebook for all games.
3. **NEW RULE.** *The HOME team will also provide a 2nd person who will record the pitch count on the sheet provided for each team. After the game, each team's pitch count sheet is to be given to that team's coach for their records.*

MERCY RULES

1. A 6-run per inning mercy rule will apply in all AAA games. The inning will stop once the sixth run has been scored.
2. **NEW RULE.** *In A and AA games, a 4-run per inning mercy rule will apply. The inning will stop once the fourth run has been scored.*
3. The 10-run mercy rule after 4 or more complete innings will apply in all tournament play, **but NOT in league play.**

PITCHING RULES FOR ALL CATEGORIES

1. Pitching limits will be determined by pitch count (see Appendix Table 1).
2. These pitch count limitations will apply to all League play including tournaments and to all SBA play.
3. Pitch counts will be recorded and all teams' pitching will be monitored to ensure that these rules are being followed. If a coach fails to follow these rules, the coach will be warned and the team will forfeit the game. Subsequent infractions will result in suspension.
4. A pitcher who has reached his or her maximum pitch limit while facing a batter will be permitted to continue pitching until that batter reaches base or is put out.
5. Pitchers may not pitch on 3 consecutive days in League or Tournament play or in any combination of both.

6. Pitchers may pitch in two different games in a day, up to the maximum pitch count allowed provided no more than 25 pitches have been thrown in the first game pitched, from June 1 until the end of the season.
7. Intentional walks and illegal pitches will be included in the pitch count totals.
8. Once removed from the mound, a player may not pitch again in that game, but may play in any other position EXCEPT AS CATCHER. Conversely a player MAY NOT catch in any game prior to entering as a pitcher.
9. **A player who catches in one game may not pitch in another game on that same day.** Similarly, a pitcher in the first game may not catch in any other game on that day.
10. No curve balls may be thrown.
(A "curve ball" is defined as any breaking ball in which the pitcher deliberately breaks his or her wrist, or snaps the elbow in order to induce a forward or side-angled spin on the ball i.e. ANY breaking pitch thrown by the pitcher using arm action that causes the ball to noticeably change direction while in flight to the plate.)
11. A curve ball will be treated as an illegal pitch and penalties will be as follows:
 - with no runners on base, the pitch will be called a ball unless the batter safely reaches first base.
 - with runners on base, the pitch will be considered a balk. The pitch will be declared a "no pitch", the ball is dead and runners will advance one base, except that if the batter reaches first base on a hit, an error, a hit batter or otherwise, and no other runner is put out before advancing at least one base, the play shall proceed without reference to the violation.
 An umpire's judgment that a curve ball was delivered to a batter may not be appealed.

PITCHING RULES SPECIFIC TO THE A CATEGORY

1. No player may pitch more than two innings per game during May and no more than three innings per game in June.
2. **NEW RULE.** *The pitching distances will be:*

<i>May 3 to May 16</i>	<i>40 ft</i>
<i>May 17 to May 30</i>	<i>42 ft</i>
<i>After May 30</i>	<i>44 ft</i>
3. **NEW RULE.** *Before May 31, the HOME team will place the pitching rubber at the correct pitching distance and return it to the equipment shed/box after the game.*

GAME LENGTH

1. Games are six innings long or 1 hour and forty-five minutes in length. New innings shall not be started after one hour and thirty minutes unless agreed upon by **BOTH** coaches prior to the start of the game that 6 innings will be played (5 1/2 if the home team is ahead). On nice evenings full 6 inning games are encouraged but not mandatory.
2. If the home team scores the winning run in the bottom of the 6th inning the game may be played to completion if agreed upon by BOTH coaches. The recorded score shall indicate a one run margin of victory regardless of runs scored to completion of the inning.

GAME RULES SPECIFIC TO THE A and AA LEAGUES

1. No stealing home on a wild pitch or passed ball. Runners must be hit home or may advance home in the case of a bases loaded walk. Encourage your players to hit the ball.
EXCEPTION: A runner may steal home if any player throws to THIRD base in an attempt to get the runner out and the ball is thrown past the defensive player. The runner may advance home at the risk of being thrown out at home or may be given home base if the ball leaves the field of play as a result of an overthrow.

SAFETY REGULATIONS

1. The following safety regulations will be strictly enforced:
 - (a) Shoes with metal or plastic cleats or spikes are prohibited. Shoes with rubber studs or cleats are permitted.
 - (b) The batter, base runners and batboy/girl must wear undamaged, regulation batting helmets with two ear flaps and the chin-strap securely fastened.
 - (c) ALL PERSONS (including parents) receiving warm up throws from a pitcher while in the crouch position, whether on or off the field, must wear a protective mask.
 - (d) Catchers must wear a throat protector or a mask with extended throat protection.
 - (e) Bats may not exceed 32 inches in length or 2 ¼ inches in diameter.

These are Baseball Canada rules and the umpire may, at their discretion, eject players or coaches refusing to follow these safety regulations.

- (f) Except for the batter, the base runners, the on-deck batter and base coaches, all members of the batting team, including coaches, must remain in the players' bench area.

CONDUCT OF PLAYERS AND COACHES

1. PROTESTS ARE NOT PERMITTED IN MOSQUITO LEAGUE GAMES. The only basis for a request for clarification or reversal is where an umpire is considered to have misinterpreted the rules. The request for clarification must be made verbally & with respect to the umpire immediately upon occurrence of the disputed action.

The opportunity for clarification or reversal is lost upon delivery of the first legal pitch or the first legal play following that action.

2. Any unsportsmanlike action shall be grounds for ejection. This includes swearing, any action designed to distract the other team, over-aggressiveness, etc. A PLAYER OR COACH EJECTED FROM A GAME MUST LEAVE THE PARK FOR THE REST OF THAT GAME. All ejections will be dealt with according to the current SBCI Discipline Guidelines.
3. A ZERO TOLERANCE policy exists for verbal and physical harassment of umpires by coaches, players, parents and spectators.

- (a) Any coach or player who argues any decision or harasses an umpire in any way will automatically be ejected from the game and subject to SBCI discipline guideline. These ejections will also be reported to the SBA Commissioner.

NOTE: This policy is not meant to prevent a coach from asking an umpire to explain a decision, but rather to prevent an argument or extended discussion of the decision (See also item 1 directly above)

- (b) The team Manager and/or Head Coach will be held responsible for the conduct of the team's parents and fans. If the umpire judges that the spectator's behavior is detrimental to the conduct of the game, the umpire shall ask the Team Manager and/or Head Coach to inform the spectator(s) that the game will be called if such behaviour continues. Any spectator who continues to harass an umpire may be asked to leave the playing area. The game shall be stopped until the offending party has agreed to cease and desist or has left the field area. If at their discretion, the umpires feel the situation is not resolved in a timely manner the game shall be called.

If the game is called the League will conduct a full inquiry, involving the umpire and coaches of both teams, and may issue suspensions to the coaching staff of either or both teams. Subsequent conditions may be placed on the offending spectators based on this review.

COACHING CERTIFICATION

1. One coach of each team is required to have Initiation Coach certification, including the Making Ethical Decisions module at <http://nccp.baseball.ca>.
2. ALL Coaches are encouraged, at a minimum, to have completed the on-line entry module at www.coach.ca and the Respect in Sport Core module at www.respectinsport.com.
3. All Coaches wishing to enter teams in Provincial Championships should check the Saskatoon Baseball site (www.baseballsaskatoon.com) to ensure they have the required provincial coaching qualifications. **NO EXCEPTIONS TO THE SBA REQUIREMENTS ARE PERMITTED.**

April 28, 2010

APPENDIX 1

**SASKATOON KNIGHTS OF COLUMBUS MOSQUITO BASEBALL
PITCH COUNT RULES - 2010**

Mosquito A, AA and AAA											
May 3 to end of season	# of pitches	Rest	# of Pitches	Rest	# of Pitches	Rest	# of Pitches	Rest	# of Pitches	Rest	Maximum pitches
	1 - 25	None	26 - 40	1 day	41 - 55	2 days	56 - 65	3 days	66 - 75	4 days	75

NOTE: A rest day commences at 12:01 am following the day the pitcher was used i.e. the number of nights of sleep a player is required to have before pitching again is always **one more** than the number of days of rest.

The following rules are also in effect:

1. Pitchers may **not** throw 3 consecutive days in a row.
2. A pitcher may pitch in a second game on the same day provided not more than 25 pitches were thrown in the first game.
3. Pitchers will be permitted to finish the batter if his or her **maximum** pitch limit has been reached for that day.
4. Intentional walks will be included in pitch count totals.
5. **No player may pitch and catch/catch and pitch in the same game OR IN DIFFERENT GAMES ON THE SAME DAY.**

The scorekeeper should advise the coach when a pitcher is within 5 pitches of the maximum allowed. Failure of a coach to remove that pitcher when the maximum pitch count is reached will result in the game being forfeited.