

**SASKATOON MINOR BASEBALL  
KNIGHT OF COLUMBUS MOSQUITO DIVISION  
Rules for League Play – 2012**

Except as amended by the following, the rules of the Saskatoon Mosquito Baseball Division are those in the Baseball Canada Rule Book (latest edition) and the SBA Handbook (latest edition is available at [www.saskbaseball.ca](http://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.

#### **GAME START TIMES**

##### **Kilburn**

May: Start times are 6:15 pm or 6:45pm when following Rookie games scheduled on the same diamonds.

June: Start times are 6:30 pm or 7:00 pm when following Rookie games scheduled on the same diamonds.

##### **Sifton, A.H. Browne**

May and June start times are 6:15 pm.

#### **TEAM LINEUPS**

1. A, AA and AAA teams 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) At all fields other than Kilburn, the VISITING team will mark the base lines and batter’s box, and place the bases before each game. EXCEPTION: When Martensville is the VISITING team, the HOME team will mark the base lines and place the bases.
  - (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. EXCEPTION: When Martensville is the VISITING team, the HOME will provide the base umpire.
  - (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 the HOME team is responsible for returning the bases to the storage room after the game.

- (h) For games played at fields other than Kilburn the HOME team is responsible for returning the bases and other equipment such as rakes and lining equipment to the storage shed/boxes following the game. All storage boxes must be locked following each game.
- (i) For games played at Sifton, the HOME team on Sifton #1 is responsible for removing the lock from the storage shed prior to the game and replacing the lock after all games have been completed.
- (j) Games will be cancelled or stopped when the temperature falls below 5 degrees C or when the time between a lightning flash and the sound of thunder is 30 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 will be used in 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 that the next inning begins quickly after the third out to allow teams to play as many innings as possible in the time allotted.
- (l) Bunting is not permitted.

#### **SCOREKEEPER**

1. The HOME team shall provide the scorebook, a scorekeeper and a second person to record pitch counts on the sheet provided by each coach. EXCEPTION: When Martensville is the VISITING team, Martensville will provide the scorebook, scorekeeper and pitch counter.
2. After the game, each team's pitch count sheet is to be given to that team's coaching staff for their records.
3. The number and full name of each player must be recorded in the scorebook for all games.

#### **MERCY RULES**

1. A 6-run per inning mercy rule will apply in the AAA and AA leagues and a 4-run per inning mercy rule will apply in the A league.. The inning will stop once the sixth/fourth run has been scored.
2. The 10-run mercy rule after 4 or more complete innings (3 ½ innings if the HOME team is ahead) will apply in tournament play, **but NOT in league play.**

#### **PITCHING RULES FOR ALL CATEGORIES**

1. Pitching limits will be determined by the Baseball Canada pitch count rules (see Appendix A).
2. These pitch count limitations will apply to all games played.
3. Pitch counts will be recorded and each team is required to enter its pitch counts online within 24 hours of the game being played. The head coach of a team failing to do so will be warned and will face suspension if subsequent infractions occur.
4. Deliberate violation of the pitch count rules will result in the offending team forfeiting the game and a score of 6-0 will be recorded. The infraction will be reported to the SBA and the head coach of the offending team may be subject to disciplinary action.
5. A pitcher who has reached his or her maximum pitch limit (75 pitches) while facing a batter will be permitted to continue pitching until that batter reaches base or is put out.
6. Once removed from the mound, a player may not pitch again in that game or catch in that or another game played on the same day.
7. 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.)

8. 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.

### **GAME LENGTH**

1. Games are six innings long or 1 hour and forty-five minutes in length. A new inning shall not be started one hour and thirty minutes after the official game start time, 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). In this situation, the umpire must be notified as soon as the decision is made. On nice evenings full 6 inning games are encouraged, but are not mandatory. **Unless the start time is delayed by weather conditions, the official start time of a game will be the scheduled start time, regardless of the actual start time.**
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 to by BOTH coaches. The recorded score shall indicate a one run margin of victory regardless of the number of runs scored in that inning.

### **RULES SPECIFIC TO THE MOSQUITO AA LEAGUE**

1. All batters start with a 1-1 count.
2. Scoring may only occur on a play initiated by a hit or a force play.

### **RULES SPECIFIC TO THE MOSQUITO A LEAGUE**

See Appendix B.

### **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 and 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 either 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.
2. ALL coaches are encouraged, at a minimum, to have completed the on-line entry module at [www.coach.ca](http://www.coach.ca) and the Respect in Sport Core module at [www.respectinsport.com](http://www.respectinsport.com).
3. All Coaches wishing to enter teams in Provincial Championships should check the Saskatchewan Baseball site ([www.saskbaseball.ca](http://www.saskbaseball.ca)) to ensure they have the required provincial coaching qualifications.

**NO EXCEPTIONS TO THE SBA REQUIREMENTS ARE PERMITTED.**

April 19, 2012

**APPENDIX A  
SASKATOON MINOR BASEBALL  
KNIGHT OF COLUMBUS MOSQUITO DIVISION  
PITCH COUNT RULES - 2012**

Mosquito A, AA and AAA											
April 30 to end of season	<u># of pitches</u>	<u>Rest</u>	<u># of Pitches</u>	<u>Rest</u>	<u># of Pitches</u>	<u>Rest</u>	<u># of Pitches</u>	<u>Rest</u>	<u># of Pitches</u>	<u>Rest</u>	<u>Maximum pitches</u>
	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 throw on 3 consecutive days provided the **combined** pitch count for the first two days does not exceed 25 pitches.
2. Pitchers may have 2 appearances on the same calendar day provided no more than 25 pitches are thrown in the first appearance. An appearance is defined as one pitch or more thrown in a game.
3. Pitchers may not pitch on four consecutive days.
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. Intentional walks will be included in pitch count totals.
6. Once a player has assumed the position of pitcher, he/she may not catch for the remainder of that day.
7. No curve balls are permitted.

**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.

## **APPENDIX B**

### **Game Format and Rules for the Mosquito A League**

#### **Weeks 1-2 (April 30 – May 9)**

##### **Development Sessions**

Two teams come to the baseball park for a 1 hour, 45 minute session. The time should be allocated approximately as follows:

1. Warm-up based on dynamic warm-up exercises (This is to be held ahead of the scheduled session start time.)
2. 30-minute skill development session with one team in the infield working on hitting, base running, fielding and pitching mechanics, and the other team in the outfield working on fielding, throwing and catching
3. Teams change positions for another 30-minute skill development session
4. The remaining time (about 45 minutes) will be devoted to a game using the rules detailed below. Play as many innings as time allows.

##### **Rules for the Development Session game**

- Player pitch from 40 ft.
- Batters start with a 1-1 count
- No bunting
- No leadoffs or stealing bases
- Players can go home only on a hit ball or by a force play
- If a runner is put out at base or batter's fly ball is caught, player returns to bench
- 4-run per inning mercy rule
- No umpire will be provided

##### **Suggestions to Coaches**

- use a different pitcher and catcher each inning
- when batting have hitting drills behind the backstop for players not on base or up to bat.

#### **Weeks 3-4 (May 14 – 23)**

Teams will hold a practice session as described for Weeks 1-2 on Mondays. On Wednesdays, teams will play a game.

##### **Rules for the Game Sessions (Wednesday):**

- Rules as described for the Development Session game plus
- Home plate umpire provided
- Strikeouts and walks called
- Mosquito Division rules apply

##### **Suggestions to Coaches**

- use a different pitcher and catcher each inning
- when team is batting have hitting drills behind the backstop for players not on base or up to bat.
- do not sit players for more than one defensive inning at a time
- have players play a different position each inning

#### **Week 5 (May 28) to End of Season**

Teams will play a game at each meeting using the game rules described above.