

OCEANSIDE MINOR BASEBALL ASSOCIATION

House Rules Governing League Play: Spring Season

MOSQUITO DIVISION BASEBALL

It is the responsibility of the coach to know/understand and follow OMBA house rules, and the responsibility of the parents/guardians to know/understand OMBA house rules. It is both the coach and the parents/guardians responsibility to advocate for our children's right to play sport in a safe and healthy manner.

TEAM SELECTION:

The Division Coordinator will arrange that Mosquito players attend an evaluation clinic at the beginning of the season and each players skill set assessed. The Coordinator will then determine how many teams and who the coaches will be. Once this is done the coaches will draft the teams, trying to keep the teams as balanced as possible. The coordinator will make any necessary adjustments within the first 2 weeks of the season.

GAMES IN GENERAL:

- 1) The length of a game shall be up to 6 innings as follows:
 - Minimum of 3 innings will be declared a full game.
 - No inning shall commence when 2 hours of play has been reached.
 - The first inning is a MANDATORY first year player pitcher (can be a second year, who is in their 1st year of baseball) maximum of 2 runs in the first inning. In the following innings, there is a 4 run maximum, except the last inning, which is an open. The open inning will be determined between the coaches and umpire prior to commencement of the final inning, based on time or inclement weather approaching. Final decision is made by the umpiring crew.
- 2) Until May 5th the following transition rules will apply to all games:
 - The "T" will be used on ball four to enhance action, skill development and fun. If the batter fails to hit after three swings at the "T" the player is out.
 - Softy baseballs are to be used at all times when the "T" is being used. At all other times regulation hard baseballs will be used.
 - No bunting is allowed. If a player intentionally bunts the ball is dead and no runners may advance. The player bunting shall have a strike called against him/ her. If it is the player's 3rd strike, the player will be called out.
 - No stealing home. A player may steal 2nd or 3rd base AFTER the ball crosses home plate. A base runner can only advance one base at a time (i.e. if the base runner is stealing 2nd base and there is an overthrow at 2nd base the base runner cannot advance to 3rd base). A base runner can advance one base if there is an overthrow from the catcher to the pitcher but not from 3rd base to home.
- 3) On May 6th and until the end of the season (including play-offs) the transition rules will be removed as follows:
 - There will be no use of the "T" upon ball 4. Standard rules will apply, resulting in the batter being advanced to 1st base on 4 balls called by the umpire.
 - Regulation hard baseballs will be used at all times.

- Bunting is allowed. If a bunt is attempted after the batter has two strikes and the attempted bunt is a foul/ tip foul the batter is out.
- Stealing 2nd base, 3rd base **and home plate** is allowed AFTER the ball crosses home plate.

- 4) Base paths are 60 ft. Pitching distance is 46 ft.
- 5) If a game is a tied at the end of 6 innings, it will remain a tie.
- 6) There is no Mercy Rule (Rule 22.08) applied in the House League of Mosquito Division.
- 7) A minimum of 8 players will constitute a roster. In order to facilitate games, teams should be willing to lend players to other teams to make up 8 players per team. It will be up to the coaches to determine whether play will continue if a team or teams cannot field 8 players. The goal is to play ball.
- 8) 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. Coaches will ensure that players are placed in a variety of batting slots throughout the season.
- 9) A team's turn at bat will consist of 3 outs or when the run limit has been met for the inning.

PITCHING:

- 10) First year player(s) must pitch the first inning of each game. This is important to ensure player development. If a first year player is unavailable for this inning a second year player who is new to baseball may pitch if the opposing coach agrees.
- 11) Player pitching limits. A pitcher may pitch on consecutive days, subject to the following restrictions:
 - a) A player may only pitch a maximum of 2 consecutive innings per game. One pitch in an inning counts as an inning;
 - b) A maximum of 10 warm-up pitches per inning.
 - c) A player may only throw a **maximum of 35 pitches per game**.
 - d) If a player throws between 1-25 pitches there is no rest required.
 - e) If a player throws 26-35 pitches in a game s/he requires two nights rest before pitching again.
 - f) Pitchers may not pitch on 4 consecutive days (i.e. re-scheduled games due to rainouts).
 - g) A player can pitch a **maximum of 3 days in a row, rule 24.01 to be followed for rest days**
 - h) Pitchers cannot be removed from the mound and then return to the pitching position later in the same game.
 - i) If any of these pitching rules are broken by a team, the Head Coach can be suspended. If repeat offenses occur the Coach may be removed from Coaching all together.
- 12) "Balk balls" will not be called against a pitcher.
- 13) A batter who is hit by any player pitched ball shall advance to first base.
- 14) If a pitcher hits 2 batters, the pitcher is to be replaced by another pitcher.
- 15) No intentional walks will be permitted.
- 16) A pitcher may not throw curveballs, sliders or any other type of breaking ball in Mosquito Division, for example pitches allowed are 2 and 4 seam fastballs and a change ball.

BATTING:

- 17) Bunting is only permitted after May 6th and should only be used in rare circumstances and only if the particular player has been taught correct bunting technique and stance. We want the players to take a full swing at the balls whenever possible.
- 18) The batter cannot run on a third strike dropped by the catcher.
- 19) No equipment is to be left in the playing area. One bat per on-deck circle only. All bats must be hung up inside the dugout. Play may not begin or resume until all equipment is cleared from the playing area.

BASE RUNNING:

- 20) The "Slide or Avoid Rule" (see rule 26.01) is in effect. 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 the bases. Failure to do either will result in an automatic out. The ball is dead and no runners may advance beyond the base that was last legally acquired.
- 21) Sliding is MANDATORY at home when a play is being made, or about to be made. Failure to do so will result in an automatic out.
- 22) The "Force Play Slide Rule" (see rule 26.02) is in effect. Coaches please read and teach this rule.
- 23) No lead-offs and no infield fly rule. Players will be redirected to the proper base if necessary.
- 24) No head first slides allowed (see rule 26.03); all offending players will be called out in these situations. Diving back to a previously attained base is permitted.
- 25) Players should "run through" first base. Coaches to instruct this rule.

FIELDING:

- 26) The play is over on a hit ball when, on a throwback to the pitcher, the pitcher has touched the ball, even if it is not fully under control. Base runners may continue to advance to a base, at their own risk, IF they were fully committed BEFORE the ball was touched. If the ball is overthrown back to the pitcher, (i.e. a wild throw) the base runner may advance one base but not from 3rd base to home. Reasonable actions between coaches are key here.
- 27) Overthrows: This rule has two parts.
 - 1. For overthrows to any base that go out of the field of play or into a dugout, all runners will be awarded ONE extra base from that which they already acquired.
 - 2. All overthrows to the pitcher (unless touched) or to any base which remain within the field of play will be considered "live" and runners may advance at their own risk, subject to the following restrictions and clarifications:
 - a) A runner who is attempting to obtain a base may, on an overthrow that results from an attempt to put-out a runner, advance at their own risk to the subsequent base.
 - b) If there is a subsequent overthrow while attempting a play on any runner, any runner may advance to a subsequent base and score on the play at their own risk. (For clarity, this rule is to ensure that attempts to put-out any runner put the defense at risk.)
 - c) If the defense makes no attempt to put-out a runner, all runners are restricted from advancing further. To indicate "no attempt," the defense must return the ball directly to

the pitcher upon fielding the ball. On the throwback to the pitcher, the pitcher must touch the ball, even if it is not fully under control.

- 28) A maximum of 9 defensive players are allowed on the field per inning.
- 29) **Fair Play:** For the development of players, within the first 4 innings of a game all players in attendance must play the infield for a minimum of 2 innings and must play the outfield for a minimum of 1 inning. It is recommended that athletes play all positions, and do not specialize at the U11 age. All players in attendance in a game must sit one inning before any player sits a second time. Any coach that knowingly breaks the fair play rules could face suspension.

UMPIRES:

- 30) At this level of ball, we are teaching umpires as well as players how the game is played and how the rules are applied.
Coaches, after requesting time and upon receiving it from the umpire, can ask permission to approach the umpire for ONLY the following inquiries during the game:
A) All criteria stated in Rule 13.11 of BC Minor Baseball Rule book.
B) To ask a “housekeeping” question related to the operation of the game:
a. This will include asking for:
i. The count
ii. The number of outs and
iii. If the inning is an open inning

OTHER INFORMATION:

- 31) Full uniforms must be worn to all games - shirts are to be tucked in.
- 32) Uniform jerseys are for games only, for longevity.
- 33) Other gear:
• It is recommended that all players wear athletic supporters.
• Base runners, the batter, and on-deck batter must wear batting helmets with chinstraps properly attached.
• Players may wear running shoes or molded rubber cleats (no metal cleats are permitted).
Bats: Max length 32” and Max diameter 2 5/8” for Mosquito, unlimited length/weight drop – bats with greater than 2 1/4” barrel diameter must be marked “USABB”.
- 34) The Home team occupies the dugout behind third base and should arrive at least 30 minutes prior to game time. The Home team is responsible to install and return the bases and to rake the field at the beginning and end of each game and ensure all buildings are locked up and secure.
- 35) Before each game, the coach must give a copy of his/her batting line-up to the opposing team and the umpire at the plate meeting.
- 36) If you must cancel a game due to poor weather or forfeit a game please phone the other coach immediately and contact Will Chambers (Umpire Coordinator) as soon as possible at 250-616-4829. Players must show up to games ready to play. Please do not cancel a game too early due to weather.
- 37) Coaches may help position defensive players **before** the inning begins. Once the game begins defense coaches are not permitted on the field. Defensive Coaches must be in the dugout during play. No Coach is permitted to sit on buckets in the playing area. No gear or coaches are permitted on the field, except for

the two offensive base Coaches. Coaches from the offensive team may position themselves in the 1st and 3rd base coach's box.

- 38) Code of Conduct. All players, managers, coaches and parents must follow the BC Minor Code of Conduct as defined in the BC Minor Rule Book (BCM Rule 13.01 and 13.08). Head Coaches are responsible to make sure good sportsmanship is followed by themselves, coaches, players and parents.
- 39) Safety check of all grounds, dugouts and equipment is mandatory before players can access the field or use equipment.
- 40) Parent complaints (order of communication) first to the head coach, if problem is not resolved speak to the coordinator, if problem is not resolved email president.
- 41) Fair play and or pitch infractions immediately stop game for a plate meeting, and direction from umpire.
- 42) If all else fails – use common sense and have fun!