

ROYAL YORK BASEBALL LEAGUE - 2011

Mosquito House League Rule

Revised: April 18, 2011

Though the general rules as set out by the OBA apply to house league baseball, there are some exceptions designed and adapted for the Royal York Baseball League which need to be noted by all the coaches and umpires.

General Principles

Our goal at Royal York is to provide children with an opportunity to enjoy the game of baseball and at the same time to develop their social and interpersonal skills.

For us as parents who volunteer to coach, it should be our goal to be fair to all children and to promote respect for all players, other coaches, umpires and other parents. We should forever be good role models by promoting sportsmanship and fair play at all times.

1 Number of Players and Batting Order

1.01 A game will be considered as forfeited if a team does not have at least seven (7) players to start the game.. After a game has commenced, a team must maintain at least six (6) players for the rest of a game. If a team should fall below six players due to injuries sustained during the course of the game, consideration may be given to replay the game. The decision as to whether the game counts “as is” or should be replayed will be that of the Convener and her decision shall be final.

1.02 If foul weather or field conditions appear to threaten the scheduled game with cancellation well prior to the event starting, it is the responsibility of the Home team coach to decide if the game should be postponed. The decision, whenever possible, should be made at least one hour before game time and in consultation with the visiting team coach. Once the decision has been made to postpone the game, the home team coach is required to contact the visiting team coach and the umpires.

1.03 It is the responsibility of the home team coach to contact the Convener for rescheduling any postponed game(s). The Convener will provide a new date and location. It will thereafter be the responsibility of the home team coach to advise the visiting team’s coach. The Convener shall arrange for umpires.

1.04 Any player who arrives late but before completion of the second inning can be added to the line-up by placing his name to the end of that team’s list. No player shall be added to the list after two innings have been completed.

1.05 All players on the list must bat in sequential order. No pinch hitting is permitted. A batter who bats out of order is automatically out and all runners return to the base that they occupied before the batter went to the plate, provided the opposing coach protests the matter to the umpire before the first pitch is thrown to the next batter.

1.06 Everybody on the bench plays, however, only 6 players are allowed in the infield at the time of the pitch. All other players must be positioned beyond the infield playing surface (typically the dirt portion of the field).

2 Pitching

2.01 Any player on the team is entitled to pitch and during the course of the season all players should have pitched in a game, if they so desire.

2.02 **No player can pitch more than 2 innings.** Any player who pitches any part of an inning is considered to have pitched an inning.

2.03 **A player cannot pitch or catch more than a combined three (3) innings in a game.** The purpose of this rule is to insure that the battery (pitcher and catcher) is not overloaded on any one team. Any player who pitches or catches any part of an inning is considered to have pitched or caught an inning. The only exception is when it is necessary to substitute for an injured catcher, in which case the coach can put in a player to catch the rest of the inning although he has already completed three innings at the combined positions of catcher and/or pitcher.

3 Hitting

3.01 Bunting is allowed, but a foul bunt on a third strike is an automatic out. A runner cannot score from third base on a missed bunt attempt on the third strike.

3.02 **A batter is automatically out on the third strike even if the catcher fails to catch the ball. Runners, however, can advance at their own peril on any passed ball except home per rule 4.03.**

3.03 If the catcher gets on base with two outs or is on base when two outs are recorded, he or she can be substituted for by a pinch runner who must be the player who got out last in that inning.

3.04 A maximum of five (5) runs can be scored by a team in any one inning, except for the last inning when there is no limit as to the number of runs that a team can score. If the home team on its last at bat scores a run or runs sufficient to win the game, the game is automatically over, though three outs have not been recorded.

4 Base Running

4.01 **A runner cannot steal any base, including home, on the catcher's normal throw back to the pitcher.** The catcher must initiate the throw back to the pitcher from within close proximity of the plate.

4.02 **No lead-offs are permitted.** The ball must cross the plate before a runner can leave the bag. Stealing is permitted only under these circumstances. If a runner leaves the bag early, he can be called out by the umpire. Umpires are encouraged to give a warning first before implementing any "out" for violation of the lead off rule.

4.03 **A base runner cannot steal home.** To clarify, if a catcher throws the ball to any defensive player except for the pitcher who is in close proximity to his mound (rule 4.01), the ball is being put into play and the base runners may run. This is NOT stealing as the ball is being put into play.

5 Fielding

5.01 No fielder shall obstruct a base runner. If obstruction is called by the umpire, the umpire shall estimate how far the base runner would have been able to run but for the obstruction and place the runner at that base. All other base runners advance accordingly.

5.02 A live ball thrown from the infield or outfield into the team bench or dugout shall be deemed to be thrown out of play. All base runners get the base to which they were running plus one more. (In short, they get two bases on the wild throw).

5.03 **No player can play at the same infield position more than twice in the game.** During the course of the game, all players should have an equal opportunity to play in the infield.

6 The Game

6.01 All games will be six (6) innings in duration, unless called due to darkness or foul weather. In this case the game will be considered complete if a minimum of four (4) innings have been played (i.e., if the home team is winning after 3 ½ innings and the game is called, it is a complete game). If the game is called in the middle of an inning, the score will be recorded as of the last completed inning. All games terminated before four innings have been completed may be rescheduled and played as a new game. Umpires however must be paid for the game, albeit incomplete.

6.02 The time duration of a game is approximately two (2) hours. **The final or "open" inning must be declared if the elapsed time is greater than 1 hour, 30 minutes. If an inning begins before 1:30 and continues through the 1:45 hour mark, then a new inning can commence and that must be the "open" inning. Time will be calculated and will start to run only after the first pitch has been thrown.** No extra innings can be played to break a tie, the game shall be recorded as tied.

6.03 If the home team is winning going into the bottom half of the last inning it will waive its right to bat.

6.04 If only one umpire presides at the start of the game, a responsible parent from one of the teams can act as the second umpire. If no umpire attends to conduct the game, the coaches have the option of using two parents as umpires for the game or postponing the game and arrange to reschedule the game.

6.05 The official game score keeper shall be agreed upon by the coaches. In the event they cannot agree, it shall be the choice of the home team coach that prevails. The line up on the official score sheet must be completed by both coaches.

6.06 All players must wear long pants or baseball pants during all games and practices. No shorts are allowed. Metal spikes are not allowed. Plastic cleats or rubber cleats are permissible. All players must wear a protective cup.

6.07 All players who bat or who are runners on the bases must wear a helmet and the helmet must have a strap.

6.08 Whenever possible umpires are to set up the bases prior to the start of the game and umpires should remove the bases and store them after each game.

6.09 Field Dimensions: Bases – 65 feet (from the back of home plate), Pitching Rubber – 44 feet