

BONIVITAL PLAYOFFS MOSQUITO (11U) "A" RULES

IN-FIELDS

- 1.1 The home team should begin in-field practice on the field no later than twenty-five minutes before game time and the away team fifteen minutes before game time. Warm ups for each team should be no longer than ten minutes.
- 1.2 In-field times will be shortened if necessary in order to remain on schedule. Teams are allowed only one in-field per day.

PITCHING IN GAME & WARM-UPS

- 2.1 A pitcher is allowed to wear any colored short sleeve undershirt.
- 2.2 A pitcher is not allowed to wear a long sleeved white undershirt.
- 2.3 The pitcher may wear sunglasses on the mound.
- 2.4 All new pitchers will get six (6) warm up pitches and then four (4) pitches before each inning. If a team is slow coming onto the field an umpire can reduce the number of warm up pitches.

Warming Up the Pitcher

- When player / coach is warming up pitcher
 - They must wear a protective mask when in the crouch position.
 - They do not have to wear a mask if they are standing up when catching the pitch.

UNIFORM, EQUIPMENT & PERSONAL WEAR

- 3.1 Mosquito players are allowed to wear rubber but not metal cleats.
- 3.2 Chinstraps are mandatory in Mosquito.
- 3.3 Players on the field or bench have to be in full uniform, including a baseball cap.
- 3.4 Jewellery, including earrings, nose rings, eyebrow rings, etc., can NOT be worn by players. The only exception is a Medic-Alerts necklace or bracelets.
- 3.5 Sunglasses are allowed during an at bat or on the field.

EQUIPMENT & FIELD DIMENSIONS

Age: 10 and 11 years old during calendar year
Base distance: 60 feet
Home to 2nd base distance: 84 feet 10 ¼ inches
Pitching distance: 44 feet
Killarney plate: 19 inches wide
Bat type: metal
Maximum bat length: 32 inches
Maximum bat diameter: 2 ¾ inches
Clea type: rubber
Chinstraps are mandatory

INSUFFICIENT NUMBER OF PLAYERS TO START A GAME

- 4.1 When one team has 8 players at game time the following happens:
- A 15-minute grace period is allowed.
 - Team that is short may bat first.
 - If the ninth place in the batting order comes up it will be an out.
- 4.2 Teams must field 9 players or the game is a forfeit.
- 4.3 **If coaches know their team will be not have enough players for their next game, they must contact the playoff convener at least 24 hours before the game. These teams will be assessed a loss but will remain in the playoffs.**

END OF INNING & GAME

- 5.1 A team's turn at bat in an inning will end after 3 outs have been recorded or four (4) runs have been scored. The last inning (6th inning) will have an eight (8) run maximum.
- 5.2 A 10 run mercy rule applies after 4 innings of play or 3½ if home team is ahead.
- 5.3 **A new inning cannot start 2 hours after the start of the game. Any inning in progress at this time must be completed.**
- 5.4 If a game is tied after six innings, the Baseball Manitoba rule for extra innings will go into effect. The two last batters of the previous inning will go to first and second base to start the inning. The first batter is the next player in the batting order. If a game is still tied after the first extra inning, the game will continue until there is a winner. Each extra inning will have an eight (8) run maximum (same as 6th inning).

BASE RUNNERS

- 6.1 NO courtesy runners for ANY player.
- 6.2 Contact Rule for all base runners is in effect. Runners who contact a fielder or catcher at a base or home plate without making any attempt to slide and/or attempt to avoid contact may be ejected immediately from the game at the discretion of an umpire and may be subject to further suspension.
- 6.3 To steal a base, a runner is not allowed to leave his/her base until the ball has passed the home plate.

PITCH COUNT REGULATIONS

- 7.1 The pitch count and rest rule guidelines of Baseball Manitoba apply

No Rest Required	1 – 25 Pitches
1 Day Rest	26 - 40 Pitches
2 Days Rest	41 – 55 Pitches
3 Days Rest	56 - 65 Pitches
4 Days Rest	66 - 75 Pitches
Total Allowed Pitches in a Day	75 Pitches

- 7.2 Coaches are fully responsible to follow pitch counts rules. They should verify pitch counts after each game with the official scorekeeper, check the posted list of the official pitch counts before each game, and consult with the opposing team before each game to confirm pitch count restrictions, if any, for players on either team.

- 7.3 The site convener will post the pitch counts and determine the required rest period (if any). Once pitch counts are posted, they cannot be changed.
- 7.5 Pitchers are permitted to have a maximum of two (2) appearances on the same day. A pitcher may only return to pitch in the same day if his pitch count does not require a rest.
- 7.6 A pitcher cannot pitch three (3) consecutive days unless their pitch count for the first two (2) days combined does not exceed twenty-five (25).
- 7.7 Age advanced players must be identified before the game. These players are restricted to the number of pitches for their age group and not to the age group of their team. Thus, a Rookie (9U) player age advanced to Mosquito cannot pitch.
- 7.8 The site convener will post the pitch counts immediately after each game, calculate the total pitches thrown for that calendar day, and determine the required rest (if any) starting the next calendar day. Once pitch counts are posted they can only be changed if they were entered incorrectly by the site convener.
- 7.9 Once a player pitches, they cannot catch for the remainder of the day. A player may catch, and then pitch in the same game or the same day.
- 7.10 Pitchers will be permitted to finish the batter if their maximum pitch limit of 75 pitches is reached for that calendar day.
- 7.11 Intentional walks will be included in Pitch Count totals.
- 7.12 Required Rest shall be defined in "Days" starting at 12:01 a.m. and ending at 11:59 p.m. of the next calendar day.
- 7.13 A pitcher who is removed from the mound during the game shall not be permitted to return to pitch in the same game, even if the pitcher is retained in the game in another position or the game is suspended and resumed on another day.

BATTERS

- 8.1 All players of a team are part of the continuous batting order for each game. The order will be set by the coaches at the beginning of the game and may not be changed. The first nine (9) players listed on the line up sheet do NOT have to be the starting nine (9) players that start on the field.
- 8.2 Other than an ejection, when a player leaves the game for any reason including injury or illness etc. that players' spot in the batting order is skipped without an out being recorded. The umpire and opposing coach must be informed immediately after the player leaves. This player can re-enter the game except as stated in the General Rules of Competition regarding an injured player.
- 8.3 An out is recorded if a player misses their at bat for no apparent reason. This player may continue to play.
- 8.4 If a player is ejected their spot in the batting order becomes an automatic out for the rest of the game.
- 8.5 If a player is injured when batting, their at bat will be completed by the player who is next in the batting order.
- 8.6 Coaches can make unlimited substitutions on the field at any time.

OTHER

- 9.1 Any violation of any part of the pitch count rule, the result is the Head Coach is ejected from the current game & receives an additional game suspension. The ineligible pitcher is

simply removed from the mound. He or she is not ejected from the game. The game will not be forfeited.

10.1 Bunting is allowed in Mosquito A.

11.1 Runners at 3rd base must be batted home or forced by means of a bases loaded base on balls or hit by pitch. They cannot advance on a passed ball, wild pitch or overthrow on a stolen base. If a runner reaches 3rd base by means of a batted ball they may continue home as a continuous part of the play. They do not have to stop at 3rd and wait for the next play. The intent of this rule is to promote hitting the runner home.

12.1 WMB rules over ride Baseball Manitoba or Baseball Canada rules for city playoffs only.

PLAYOFF FORMAT

- Teams are divided into two pools.
- All teams will play a minimum of three pool round games in the playoffs. Two games are played on both Saturday and Sunday if weather conditions permit. The highest seed team will be home. In the championship game, & tie breaker game if necessary, home is decided by a coin toss.
- When three or more teams are tied after the pool round for first only, the Baseball Manitoba tiebreaker formula is applied. **Runs scored and defensive outs in extra innings are not included when the Baseball Manitoba tiebreaker formula rule is used.** If two teams are tied after the pool round the head to head result will apply.

New Rule!

One coach will be allowed on the field of play when their team is on defense.