



Cloverdale Minor Baseball

Mosquito Rules

GENERAL RULES

1. Full uniform and hats that are supplied by the league must be worn to all games - shirts are to be tucked in. It is mandatory that all players wear athletic supporters. Base runners, batter, and on-deck batter must wear batting helmets with chinstraps properly attached or helmets which were manufactured with a C-Flap (chin protector) and not contain the snaps for a chin strap. Players may wear running shoes or molded rubber cleats.
2. No gum, spitz, etc. is allowed anywhere on the field including the dugout. Each team is responsible to cleanup their dugouts after the game.
3. The Home team is responsible to prepare the diamond, line the field and fill in any depressions, before the game. After the game they are to rake the infield, home plate and pitching mound areas and make sure all equipment used during the game is returned to the bins and locked up. Tarps should be returned to the home plate and mound areas. **Bases should be left in place when another game follows but only if the other teams have started to arrive.** No children are allowed in equipment room or bins.
4. The Home team occupies the dugout behind third base.
5. Before a game, each Head Coach must give a copy of his batting line-up to the opposing team and the home plate Umpire.
6. Removal of game results/standings from this division until the Playoffs. It will give players the freedom to play the game without having to worry about the outcome of a game. Player skill development and retention is the basis for this change. There is still opportunity for in-season/game competitiveness and doesn't change in game play. Please refer to Playoff Rule #2.
7. Removal of scores, win/loss records as noted above in Rule 6. Scorekeeping to be kept for in-game purposes only. No wins, loss or ties recorded for standings. Please refer to Playoff Rule #2.
8. Coaches are to make notes on Umpires performances (both plate and field) and forward to the Umpire-In-Chief or Umpire Allocator with any pointers that can help their future games. Positive feedback is also encouraged.
9. During a game, Coaches or parents cannot position themselves on the outside of the backstop behind the umpire in order to coach the team. Loss of game can occur if after a warning the problem still exists. During game play if the defensive coaches are on the playing field they can only be on the field past their dugout towards the outfield.
10. Coaches are responsible for the behaviour of their team players, fans and parents during games and to make sure that there is no abuse of the equipment.
11. A Mosquito player may be called up to play on a Pee Wee team a maximum of 3 games plus one tournament. The Mosquito & Pee Wee Coordinators plus the players Coach must be notified of the name of the player being called up, to ensure that the player is eligible to be called up. The player must receive the same treatment as regular players, must not play more innings than a regular team player and must not pitch.
12. Player pitch counts are to be submitted to 1st Vice President vice.president.1@cloverdalebaseball.com within 24 hours of game completion.
13. A fluid pitch count document will be kept through the spring season and will be communicated each week to all coaches and Division Coordinator.

ENDING THE GAME



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1. Games must start within 15 minutes of the scheduled start time.
2. It is solely the umpire's discretion when to call the game due to darkness (should call open inning when light begins to fade), or for field or weather conditions.
3. No new innings to begin after 2 hours and 15 minutes from the time of the first pitch. The decision on whether or not to have another inning is based on the time of the 3rd out of an inning. For example if the 3rd out of the 5th inning occurs at the 2 hour and 14 minute mark, a 6th inning will be played. Any delay starting the next inning will not alter this decision (i.e. while discussing whether there should be another inning). This time limit applies to all games regardless of light conditions, following games, etc.
4. Games postponed due to rain may be rescheduled by the division coordinator, if there is time available in the schedule.

PLAYING FIELD

1. Bases shall be 60 feet apart and shall be held by a base spike to avoid injury. Pitchers must pitch from 46 feet, measured from the point of home plate.
2. The batters box is to be 3ft. wide x 6ft. long and the inside line 6" away from the side of the plate. It shall extend 3ft. in front of and 3ft. behind the center of the plate.

GAME RULES

1. Any reference to a "2nd year player" refers to a player who is at or above the maximum age (based on birth year) for the division, regardless of the number of years they may have played within the division. Any other player will be considered to be a "1st year player" regardless of whether they have already played a season within that division.
2. The length of a Mosquito game shall be 6 innings of pitched baseball. Four complete innings with no less than 8 players on the field for each team will constitute a legal game. If only 8 players show up for a game this will allow them to play.
3. Allow players to participate in a game if they show up late. Late arriving players to be placed at the bottom of the batting/lineup card.
4. A team's turn at bat will consist of 3 outs or when the 4 run limit has been met for the inning. The last full inning will be an "open inning" – (a team may score unlimited runs in its last turn at bats).
5. In-game scoring only is kept at this level. If a game is a tie at the end of 6 innings, it will remain a tie. There is no mercy rule in this division.
6. 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. Any player not present by their first at bat will be removed from the lineup and not permitted to enter the game.
7. **Fair Play – Positions** - Nine players allowed on the field per inning. No player can play more than 2 innings in the same position in one game, with the exception of the catcher and the pitcher, who may play 3 innings. Also, for the development of players, all players must play the infield for a minimum of 2 innings and outfield for a minimum of 1 inning per game. Should a game only go 4-innings or 5-innings all positional minimums must still be met.

Playoffs: The Fair Play rule for positions will continue in playoffs. Positional minimums must be met in both a 4-inning, 5-inning, or 6-inning game. Positional Maximums apply through 6-innings. Should an elimination playoff game go to extra innings the maximums on positional play will no longer apply with the exception of the pitcher who may still only pitch a maximum of 3 innings.



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- Fair Play – Playing Time** - All players must sit one inning before a player can sit a second inning and no player can sit more than 2 innings per game except for disciplinary reason. The Coach must inform the Umpire and the Coach of the opposing team of any disciplinary actions or if a player must leave the game early for any reason.

Playoffs: The Fair Play rule for playing time will continue in playoffs through a 4-inning, 5-inning, or 6-inning game. Should an elimination playoff game go into extra innings any player may sit so long as they do not sit 2 defensive innings in a row. Having sat in the 6th inning will count towards sitting defensive innings in a row.

- Fair Play – Enforcement** - If a team is in violation of Fair Play the opposing coach will bring the issue to the offending coach as soon as it is discovered so that it can be corrected as best as possible. Violation of fair play will not result in a forfeit but may result in disciplinary action for the coach. The Division Coordinator should be notified of any Fair Play violations ASAP.
- It does not have to be the same player for both innings. A full inning is defined as: 3-outs -OR- 4 runs in an inning where first year pitchers are the only pitchers in that inning.

It may be advantageous to use first year pitchers in the first two innings since there is no stealing from 3rd base to home during the first part of the season (as per rule #14).

Be aware that if the game is called because of rain or darkness you must have 2 innings of first year pitching in already or your team will forfeit the game.

- Players pitch to a maximum of 30* pitches per game until Friday before Victoria Day long weekend. Thereafter pitch count per player is increased to 40* pitches per game to the end of the CMBA internal Spring season. There are many advantages to this rule change. Pitchers will still be able to get enough reps in pitching to a maximum allowable based on dates mentioned above per game to keep their development as a pitcher. It will allow for more pitchers in a game, therefore developing more pitchers for the future divisions. NOTE: "*" pitcher is permitted to exceed the maximum game count (for the day/game) to complete pitching to a batter. Pitchers cannot pitch three (3) days in a row. **NOTE:** any pitcher that exceeds the 40* pitches per game (to finish a batter) requires 3 nights rest. **NOTE:** Victoria Day long weekend is a "natural break" with no internal spring games scheduled by CMBA.
- The Pitcher may pitch from the "set position" without coming to a full stop before delivery. No "Balk Balls" will be called against the pitcher.
- Wild pitch rule: If a pitcher hits 2 players in an inning or hits 3 in one game - pitcher will be removed from the mound unless the umpire determines that the batter could have avoided being hit through a reasonable effort.
- One trip to the mound by Coaches per inning – per pitcher. The Pitcher is removed on the 2nd trip to the mound by Coaches. A pitcher withdrawn from the mound, but who stays in the game at another position shall not be permitted to return to the mound as a pitcher in the same game.
- Base stealing is allowed in Mosquito, however there is no stealing from 3rd base to home in the first 2 innings of a game before Victoria Day long weekend, unless the ball is put into play by the defensive team. The pitcher dropping the ball on the throw back from the catcher does not constitute the ball being put into play, but attempting to throw out a base runner does. On or after Victoria Day base stealing is allowed during the whole game. An errant throw from the catcher to the pitcher is not a live ball.
- Once the pitcher is on the mound with the ball in his possession, any runner who stops advancing, must return to the previous base and remain there until the next pitch has crossed home plate.



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17. Any base runner that overruns another base runner is declared out.
18. A ball overthrown at any base is live and runners may advance at their own risk unless an opposing player, Coach or equipment interferes with the ball. If the ball leaves the playing field, the ball will be called dead and the runners will advance as per the rules of baseball.
19. Leadoffs are not allowed. The ball must cross home plate before any base runner(s) can leave the base(s). When a base runner leaves the base before the pitch crosses home plate and the batter DOES NOT hit the ball, the Umpire shall call "Leadoff" and the base runner must return to the base and No Out is called. When a base runner leaves the base before the pitch crosses home plate and the batter DOES hit the ball in play, the base runner is automatically out, the ball is dead and no pitch shall be called.
20. No head first slides are allowed, the runner will be called out. Slide or Avoid Rule 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 all bases and home plate. 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. An umpire will have the option of ejection if the incident warrants such a measure.
NOTE - While running through 1st base is recommended for batters, a player sliding feet first into 1st base is not an automatic out.
21. The infield fly rules applies to 13U and up as per BCMBA Rule 26.06.
22. Bunting is allowed in Mosquito, a bunt is considered a strike if missed or fouled. A batter that fouls a bunt on strike 3 is out.
23. Batter cannot run on a third strike dropped by the catcher.
24. Catcher interference rule is in effect. No pitch is to be called. One warning is to be issued to the catcher and if interference occurs again the batter will be awarded 1st base (per batter).
25. The Umpire will call interference on a defensive player if the bag or plate is not partly exposed. The runner will be awarded the base.
26. Calling a player out for throwing the bat will be at the Umpire's discretion. If the batter is called out no base runner will advance.
27. If a player has started the game and must leave before it is over, he/she will be deleted from the line-up and no outs will occur. If a player is injured during the game and cannot continue, he/she will not be considered an out in any further at bats.
28. All BC Minor Baseball rules will be in effect but CMBA rules take precedence.

CAVEAT 2021: due to Baseball BC's return to Play Guidelines the Victoria Day Long Weekend transition for Game Rule #7 & 15 may be delayed based on updates of game play.

PLAYOFFS

1. All Mosquito teams compete in the playoffs.
2. Playoff format will be determined by a random draw by the Division Coordinator in advance of the season to determine playoff brackets.
3. Trophies or medals will be awarded for the 1st, 2nd & 3rd place. (Two-3rd places will be given if needed)

MOSQUITO ALL-STAR GAME



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- An All-Star game will be held on "Fun Day" after the awards ceremony. Each team in the division is to submit the names of 2-second year players to their divisional coordinator for this game. 1st year players are not eligible to play in the All-Star game. The Coaches of the top 2 teams in the playoffs will coach each team.